THE MAGAZINE WITH THE BEST GAMES, COMICS AND CRAFTS

COOL STICKERS!

Disney • PIXAR

THE WORLD OF Cars

NO. 05

CRAZY HOT-RODDER!

Luigi's CASA DELLA TIRES

SHERIFF

WOW!

SHERIFF

CARS MAGAZINE 05

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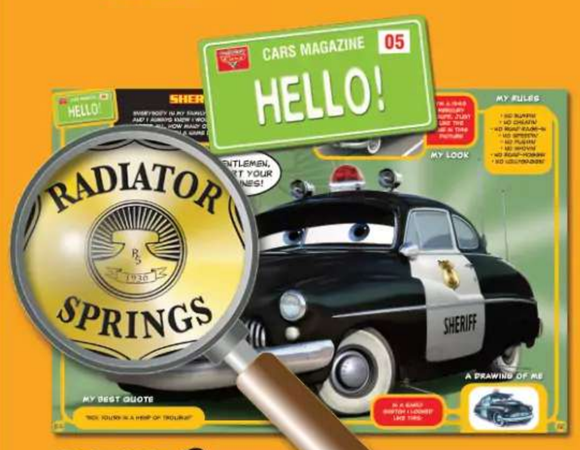
PLAYING WITH CARS

WHAT'S GOING ON IN THIS ISSUE?
HAVE A LOOK THROUGH THE MAGNIFYING GLASS!



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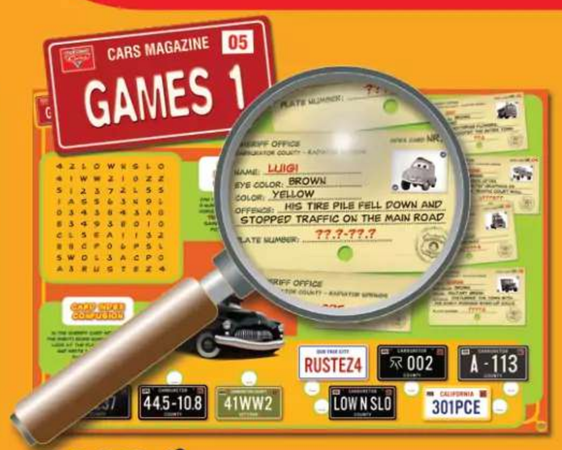

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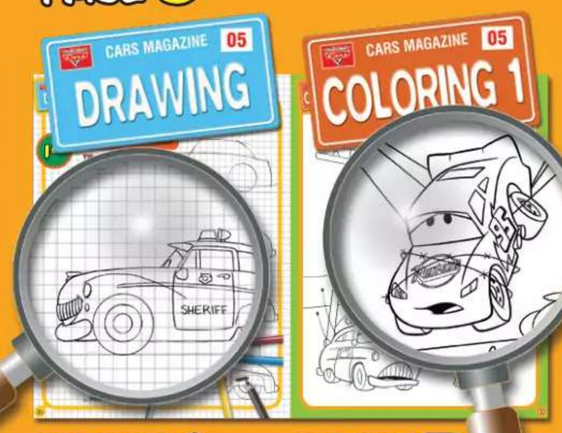

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AND THE FUN GOES ON WITH CARS CARDS!!!

I'LL GIVE YOU A POLICE ESCORT, AND WE'LL MAKE THE WAY TOGETHER!

Created by Disney Global Magazines

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HELLO!

SHERIFF

EVERYBODY IN MY FAMILY IS A TRAFFIC COP, AND I ALWAYS KNEW I WOULD BE A COP TOO. AFTER ALL, HOW MANY OTHER OPTIONS DID I HAVE WITH A NAME LIKE SHERIFF?

RADIATOR SPRINGS

RS

1930

MY BADGE

GENTLEMEN, START YOUR ENGINES!

MY BEST QUOTE

"BOY, YOU'RE IN A HEEP OF TROUBLE!"

I'M A 1949 MERCURY COUPÉ, JUST LIKE THE ONE IN THIS PICTURE

MY LOOK

MY RULES

- NO BUMPIN'
- NO CHEATIN'
- NO SPEEDIN'
- NO PUSHIN'
- NO SHOVIN'
- NO ROAD-HOGGIN'
- NO LOLLY-GAGGIN'
- NO ROAD-RAGIN'

A DRAWING OF ME

IN AN EARLY SKETCH I LOOKED LIKE THIS:

PLATE NUMBERS GAMES

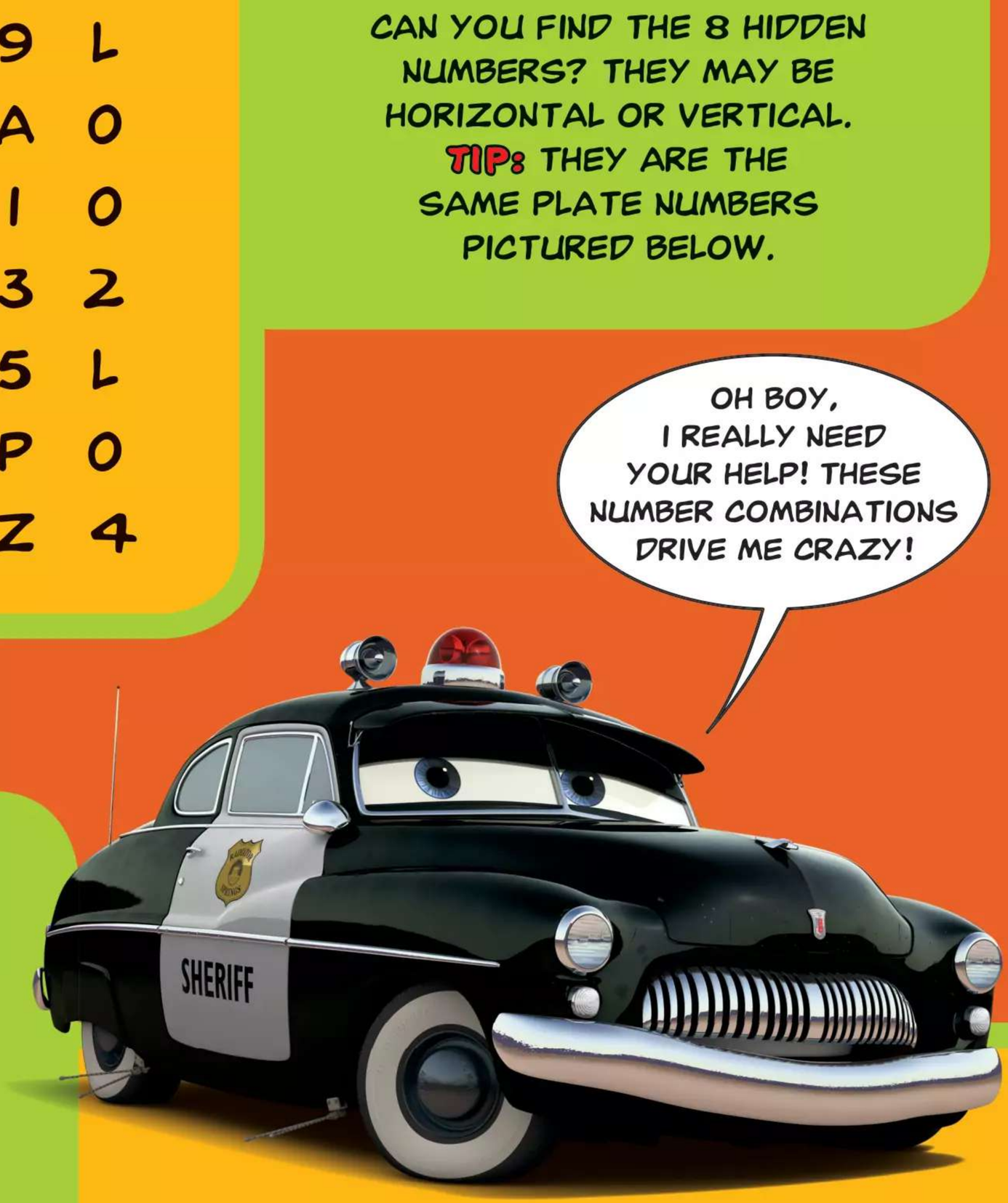
AS A TRAFFIC COP, SHERIFF MUST HAVE A GOOD EYE FOR CAR PLATE NUMBERS. IN FACT, IF YOU KNOW THEM YOU CAN TELL WHO THE OWNERS ARE...

SOLUTIONS ON PAGE 33

4	2	L	O	W	N	S	L	O
4	I	W	W	2	I	O	Z	Z
5	I	2	3	7	2	L	5	5
I	A	S	5	6	3	N	9	L
O	3	4	3	8	4	3	A	O
8	3	4	9	3	8	O	I	O
C	L	5	E	A	I	I	3	2
8	8	C	P	O	6	P	5	L
5	W	O	L	3	A	C	P	O
A	3	R	U	S	T	E	Z	4

PLATE NUMBER SEARCH

CAN YOU FIND THE 8 HIDDEN NUMBERS? THEY MAY BE HORIZONTAL OR VERTICAL.
TIP: THEY ARE THE SAME PLATE NUMBERS PICTURED BELOW.



CARD INDEX CONFUSION

IN SHERIFF'S CARD INDEX (SHOWN ON PAGE 7) SOME NUMBERS ARE MISSING. LOOK AT THE PLATE NUMBERS BELOW AND WRITE THE CORRESPONDING INDEX CARD NUMBERS IN THE WHITE CIRCLES.

.....

.....

SHERIFF OFFICE
CARBURATOR COUNTY - RADIATOR SPRINGS

INDEX CARD NR. 01

NAME: MATER
EYE COLOR: GREEN
COLOR: RUSTY
OFFENCE: REPEATEDLY WOKE UP SLEEPING TRACTORS
PLATE NUMBER: A-???

SHERIFF OFFICE
CARBURATOR COUNTY - RADIATOR SPRINGS

INDEX CARD NR. 02

NAME: RED
EYE COLOR: HAZEL
COLOR: RED
OFFENCE: WATERING FLOWERS, FLOODED THE ENTIRE TOWN
PLATE NUMBER: ??2

SHERIFF OFFICE
CARBURATOR COUNTY - RADIATOR SPRINGS

INDEX CARD NR. 03

NAME: SALLY
EYE COLOR: TURQUOISE
COLOR: LIGHT BLUE
OFFENCE: FORGOT TO UPDATE HER CALIFORNIAN DRIVERS LICENCE
PLATE NUMBER: ???P??

SHERIFF OFFICE
CARBURATOR COUNTY - RADIATOR SPRINGS

INDEX CARD NR. 04

NAME: RAMONE
EYE COLOR: TURQUOISE
COLOR: CHANGES OFTEN
OFFENCE: PAINTED GRAFFITI ON THE TRAFFIC COURT WALL
PLATE NUMBER: L???S??

SHERIFF OFFICE
CARBURATOR COUNTY - RADIATOR SPRINGS

INDEX CARD NR. 05

NAME: LUIGI
EYE COLOR: BROWN
COLOR: YELLOW
OFFENCE: HIS TIRE PILE FELL DOWN AND STOPPED TRAFFIC ON THE MAIN ROAD
PLATE NUMBER: ??.?-??.?

SHERIFF OFFICE
CARBURATOR COUNTY - RADIATOR SPRINGS

INDEX CARD NR. 06

NAME: MACK
EYE COLOR: GREEN
COLOR: RED
OFFENCE: LOST HIS LOAD ON THE HIGHWAY
PLATE NUMBER: ?U????4

SHERIFF OFFICE
CARBURATOR COUNTY - RADIATOR SPRINGS

INDEX CARD NR. 07

NAME: FILLMORE
EYE COLOR: BROWN
COLOR: LIGHT GREEN
OFFENCE: DISTURBED THE TOWN PLAYING MUSIC TOO LOUD
PLATE NUMBER: ??2??

SHERIFF OFFICE
CARBURATOR COUNTY - RADIATOR SPRINGS

INDEX CARD NR. 08

NAME: SARGE
EYE COLOR: LIGHT BROWN
COLOR: MILITARY GREEN
OFFENCE: DISTURBED THE TOWN WITH HIS EARLY MORNING WAKE-UP CALLS
PLATE NUMBER: ????2

OUR FAIR CITY
RUSTEZ4

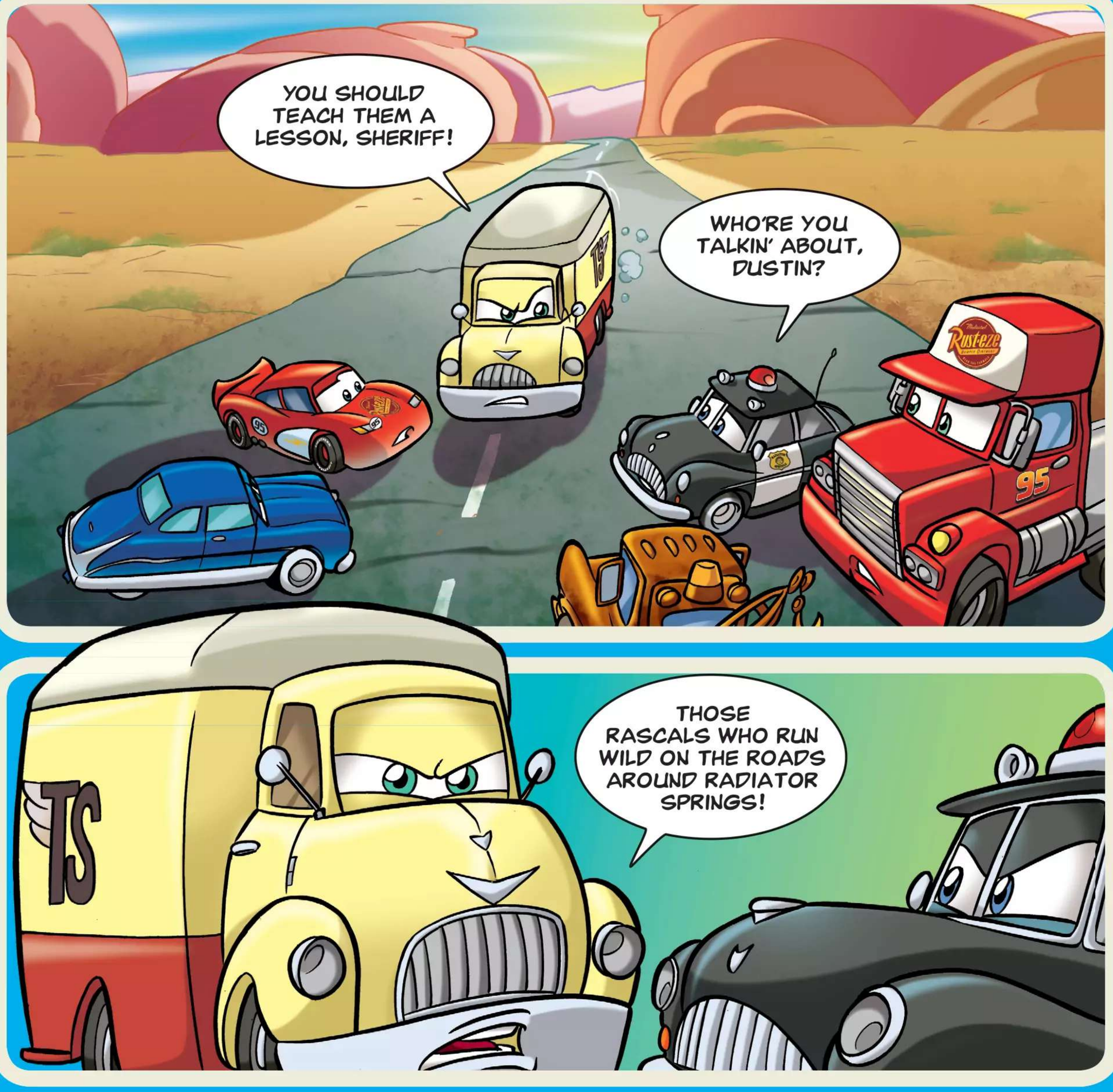
AUG CARBURETOR 50
002
COUNTY

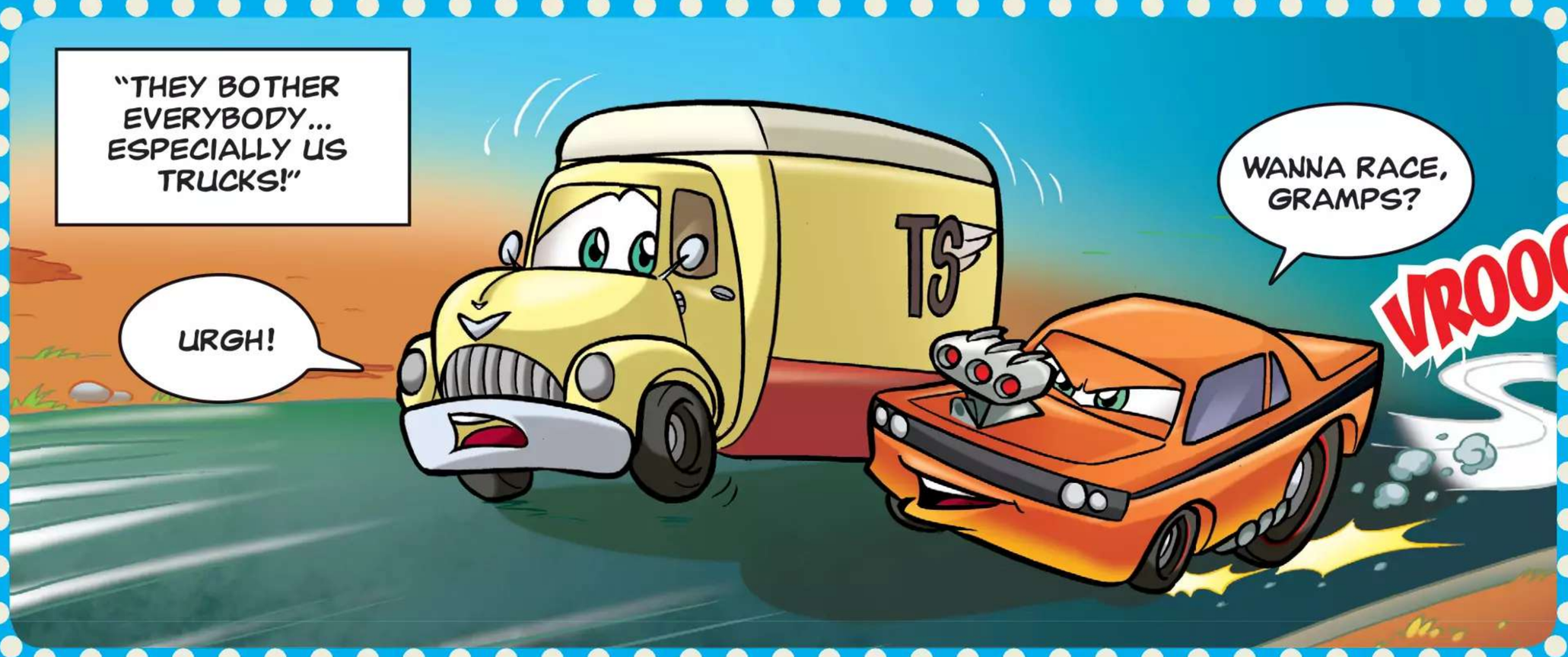
FEB CARBURETOR 86
A - 113
COUNTY

DEC CARBURETOR 93
LOW N SLO
COUNTY

FEB CALIFORNIA 02
301PCE

LAW OF THE ROAD





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YOUNG WHIPPER-SNAPPER!

LET'S GIVE THAT 18-WHEELER A LITTLE COMPANY!

FORGET HIM, SNOT ROD!

DUSTIN MALLOWS IS RIGHT! THOSE TRICKSTERS ARE LIABLE TO CAUSE AN ACCIDENT!

THEY'VE GOT POWERFUL ENGINES! I DON'T KNOW IF I CAN CATCH UP WITH 'EM...

I'LL GIVE YOU A HAND AS VOLUNTEER DEPUTY SHERIFF!

THANKS McQUEEN, BUT I'D RATHER USE MACK!

NO PROBLEM! BUT I'M NOT SO FAST MYSELF...

DON'T WORRY! WE'LL SHOW THOSE THUGS THAT THE LAW IS ALWAYS ONE STEP AHEAD!

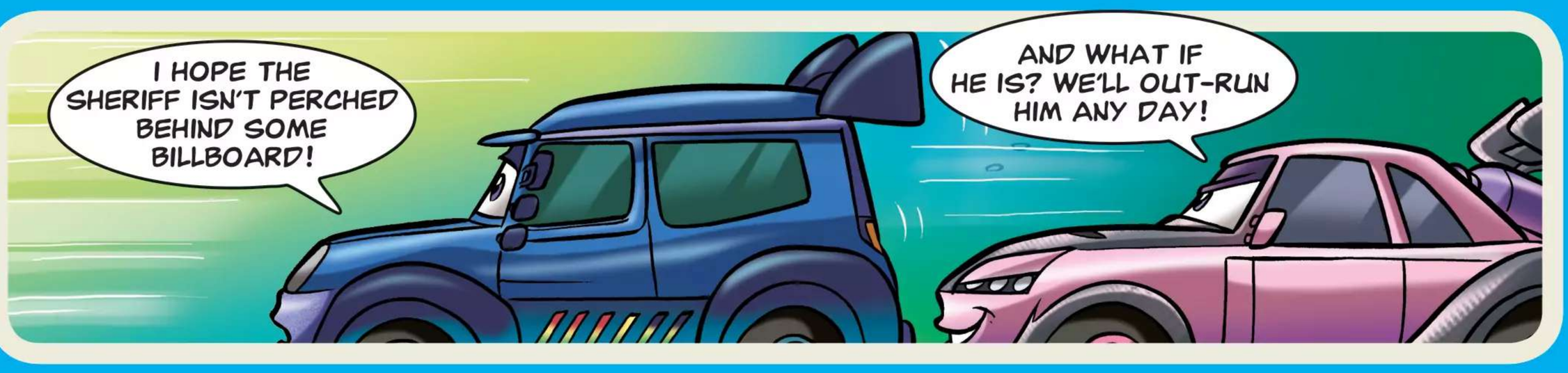
A LITTLE WHILE LATER...

LET'S GIVE THAT BIG GUY A HARD TIME, BOYS!

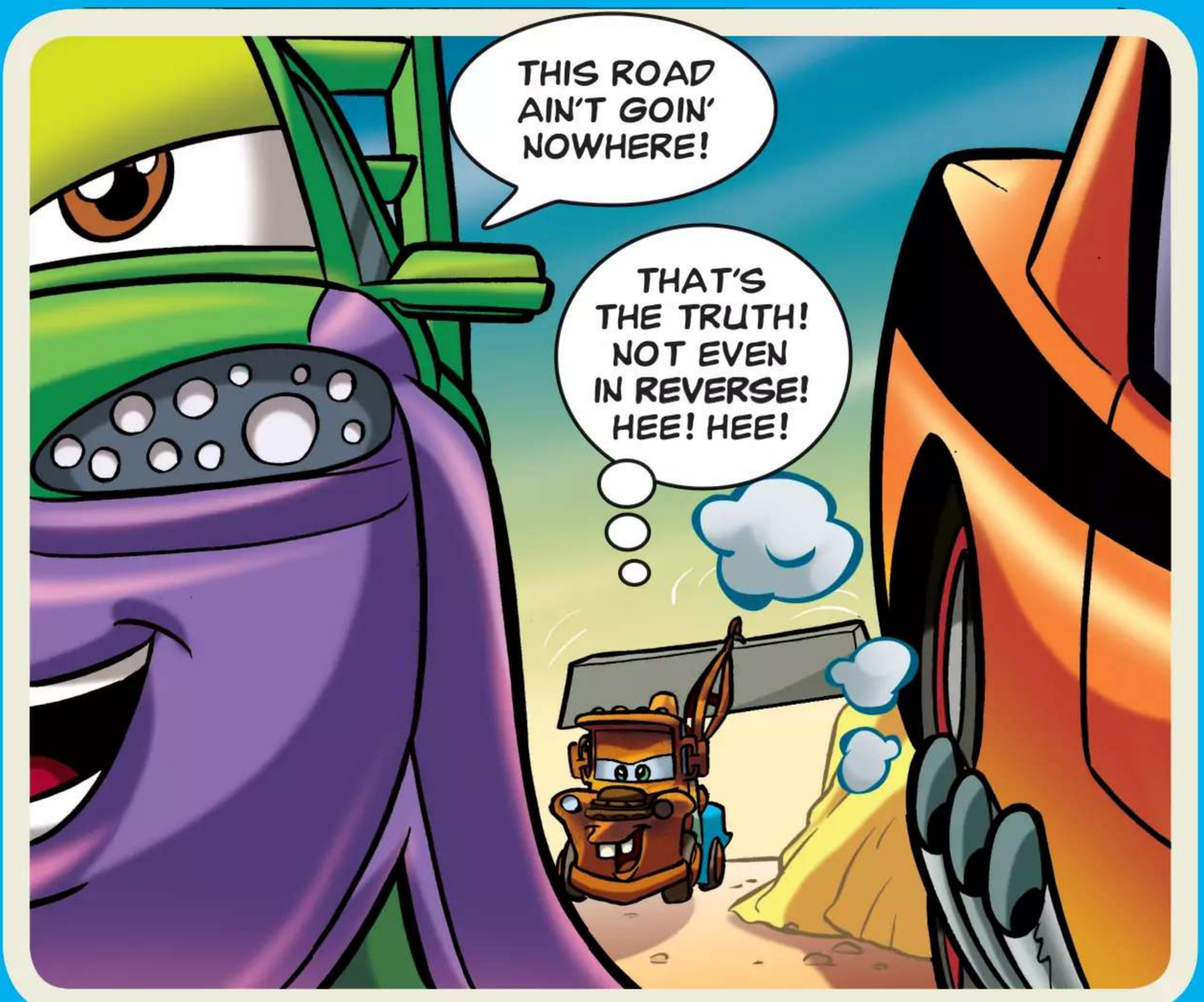
MOVE OUT!

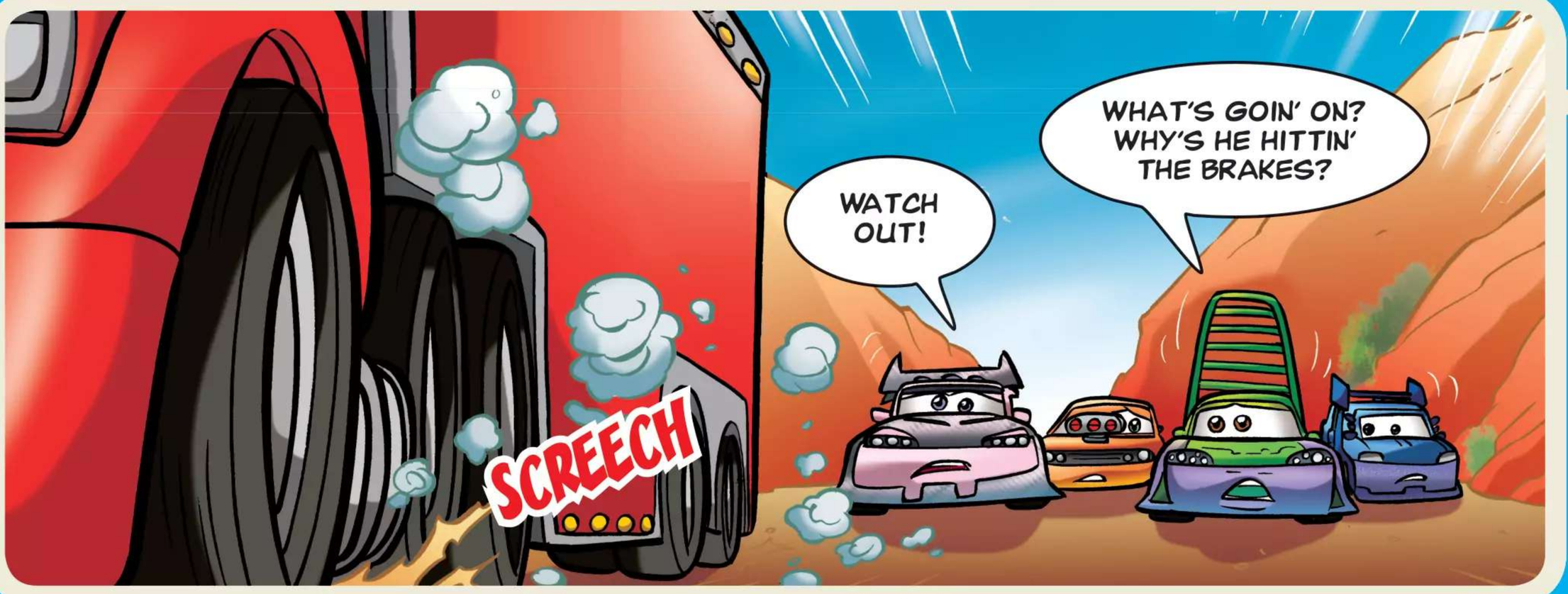
VROOOM

Medicated
Rust-eze
Bumper Ointment
95
HEY, YOU! COME HERE!
WE'RE CLOSE TO TOWN, BOOST!


I HOPE THE SHERIFF ISN'T PERCHED BEHIND SOME BILLBOARD!
AND WHAT IF HE IS? WE'LL OUT-RUN HIM ANY DAY!

LOOKIE HERE! OUR PAL'S SETTING A TRAP FOR HIMSELF!
Rust-eze
Medicated
Rust-eze


THIS ROAD AIN'T GOIN' NOWHERE!
THAT'S THE TRUTH! NOT EVEN IN REVERSE! HEE! HEE!


SCREECH
WATCH OUT!
WHAT'S GOIN' ON? WHY'S HE HITTIN' THE BRAKES?

AFTERNOON, SMOOTHIES!
OOOH!

HELLO PRANKSTERS, WELCOME TO MY NEW MOBILE ANTI-CRIME UNIT!
OH, NO!
GROAN! THE SHERIFF!
95

THE END

GAMES 2

GET BACK McQUEEN!

HELP MACK REACH McQUEEN! FOLLOW THE HIGHWAY MAZE BUT BE SURE TO AVOID SNOT ROD, WINGO, DJ AND BOOST ALONG THE WAY!

SOLUTIONS ON **PAGE 33**

1

MACK LOST HIS LOAD (McQUEEN) ON THE HIGHWAY! HELP HIM FIND THE RIGHT WAY THROUGH THE MAZE. AVOID **SNOT ROD, WINGO, DJ** AND **BOOST**: THEY'RE BLOCKING MACK'S PATH. IF YOU MEET UP WITH **SHERIFF**, IT MEANS YOU'RE GOING TOO FAST... RETURN TO START AND TRY A DIFFERENT ROUTE TO McQUEEN.

2

MATCH THE CARS ON THE RIGHT WITH THEIR DESCRIPTIONS, AND WRITE THE CORRECT LETTER IN EACH CIRCLE.

A **BOOST** IS GRAY AND MAUVE, AND HE HAS A LARGE SPOILER.

B **DJ** IS METALLIC BLUE, AND ALSO HAS A LARGE SPOILER.

C **WINGO** IS GREEN AND PURPLE, AND HAS A HIGH SPOILER.

D **SNOTROD** IS ORANGE, AND HAS NO SPOILER.

DON'T BE SCARED OF THOSE BULLIES. JUST AVOID THEM!

FINISH

INVESTIGATIONS

ARE YOU A GOOD INVESTIGATOR?
TRY TO SOLVE THESE RIDDLES AND FIND OUT!

SOLUTIONS ON **PAGE 33**

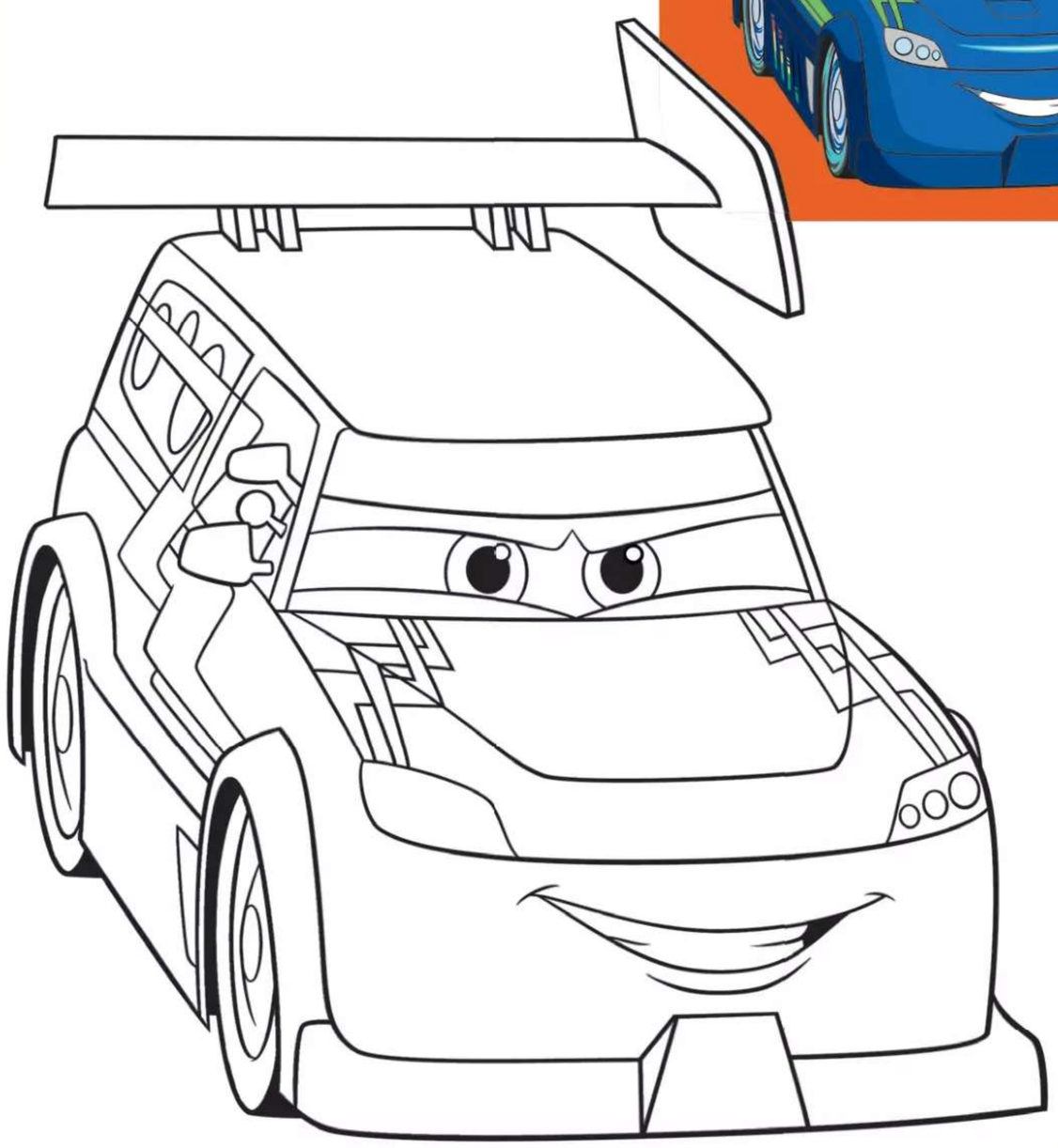
1 SPOT THE DIFFERENCES

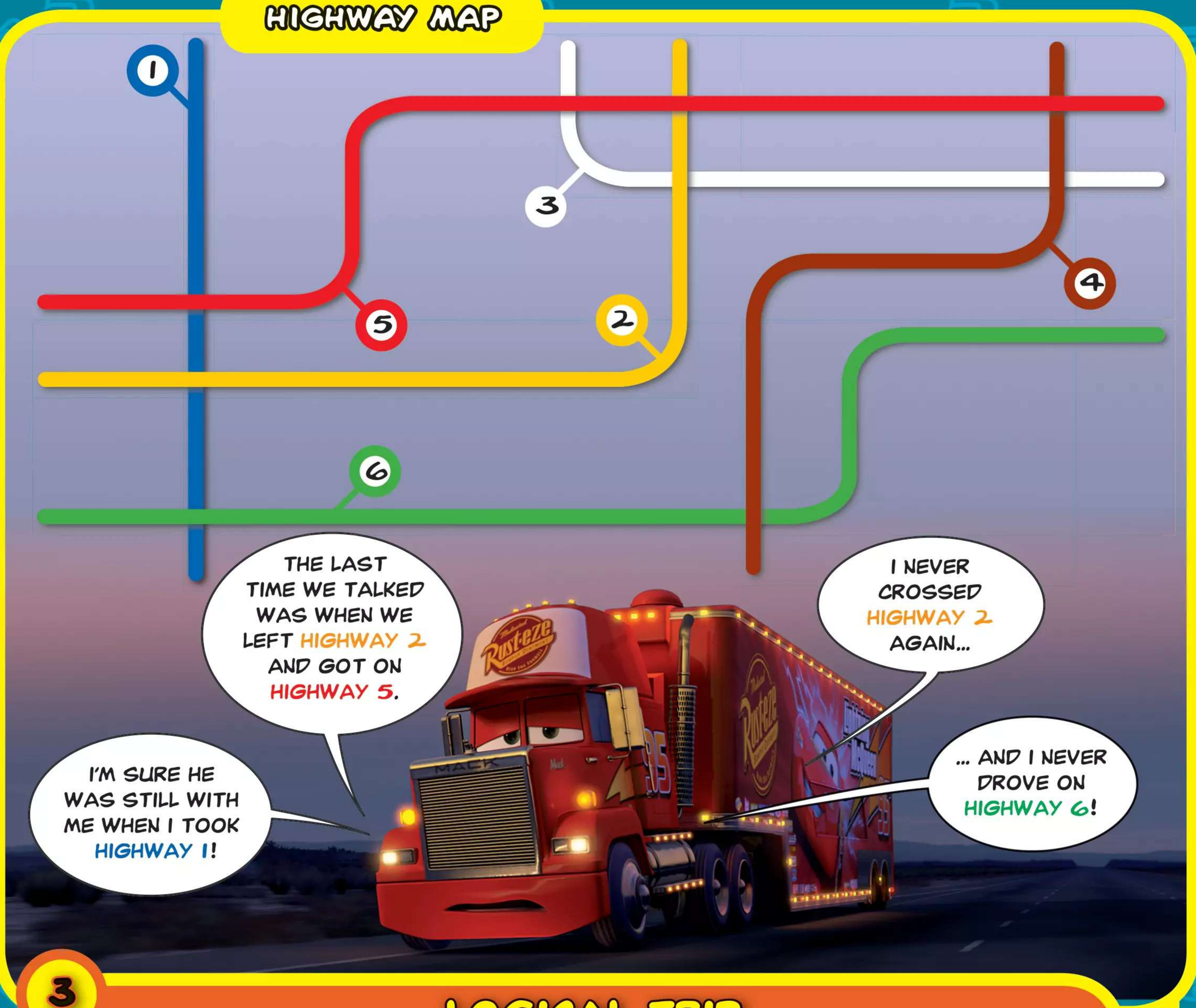
LOOK AT THESE 2 PICTURES AND
FIND THE 7 DIFFERENT DETAILS

2 MISSING DETAILS

THERE ARE 3 MISSING DETAILS
IN THIS BLACK-AND-WHITE DRAWING.
ADD THEM YOURSELF
AND COLOR DJ IN!

MMM...
YOU NEED TO BE
A VERY GOOD COP
IF YOU WANT TO
MAKE IT THROUGH
THESE PAGES!





3

LOGICAL TRIP

MACK HAS LOST McQUEEN ON THE HIGHWAY. LOOKING AT THE MAP ABOVE AND FOLLOWING MACK'S REASONING, CAN YOU SAY WHICH HIGHWAY McQUEEN IS ON?

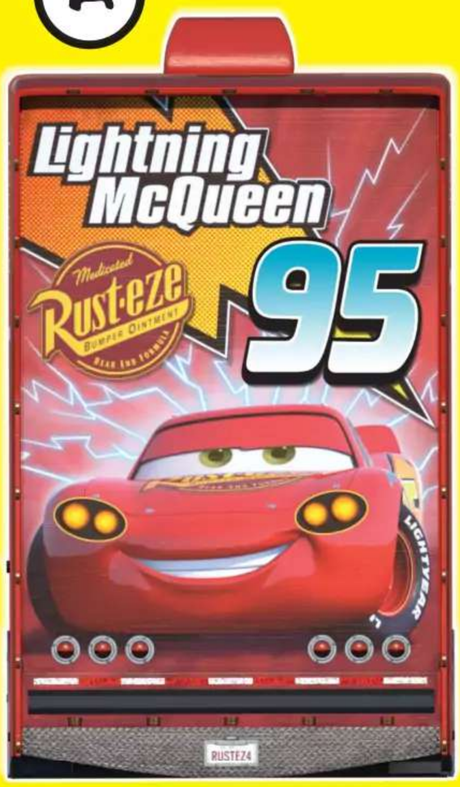
TIP: ELIMINATE THE UNLIKELY HIGHWAYS ONE BY ONE!

4

SPOT THE MISTAKES

HERE ARE 3 PICTURES OF THE BACK OF MACK'S TRAILER. WHICH ONE CONTAINS NO MISTAKES?

A



B

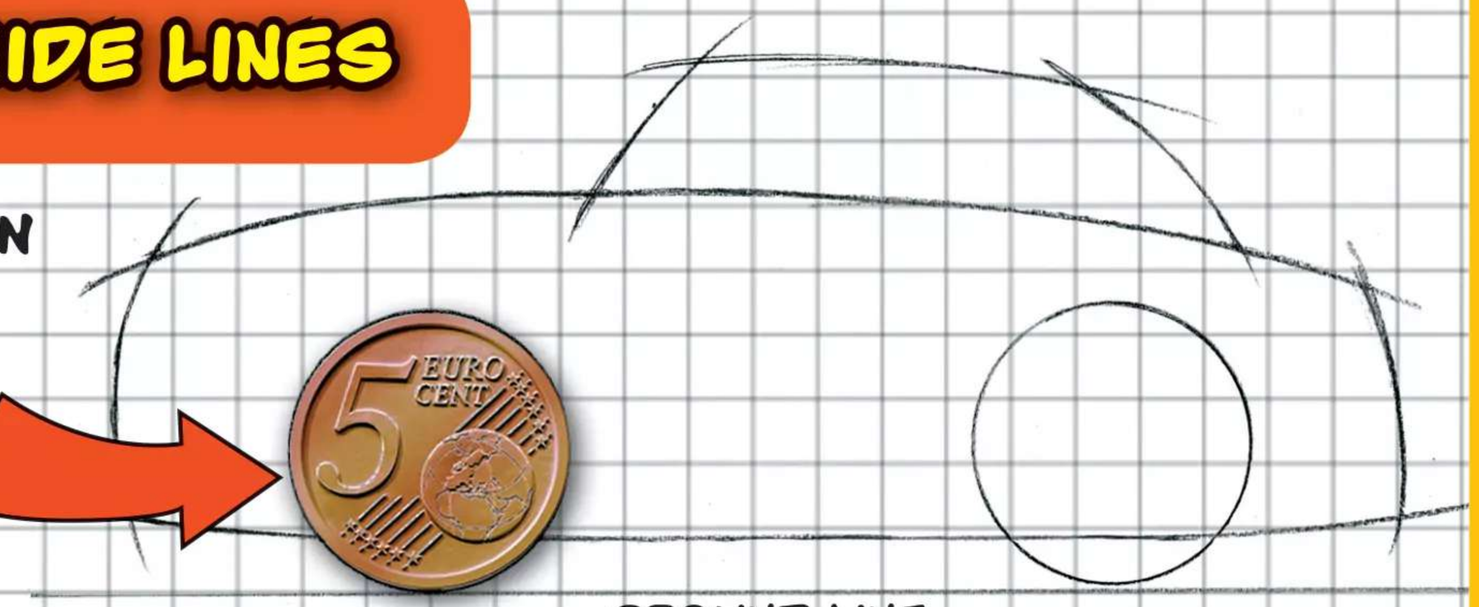
C

HOW TO DRAW SHERIFF

REPEAT THESE 4 STEPS AND LEARN TO DRAW THE BEST TRAFFIC COP EVER!

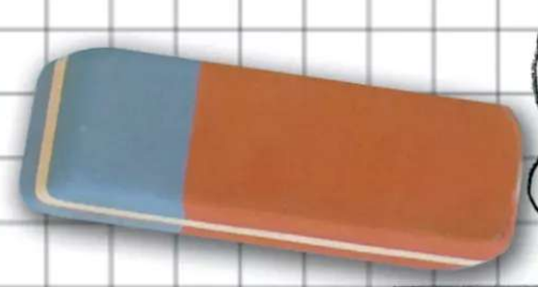
1ST DRAW THE GUIDE LINES

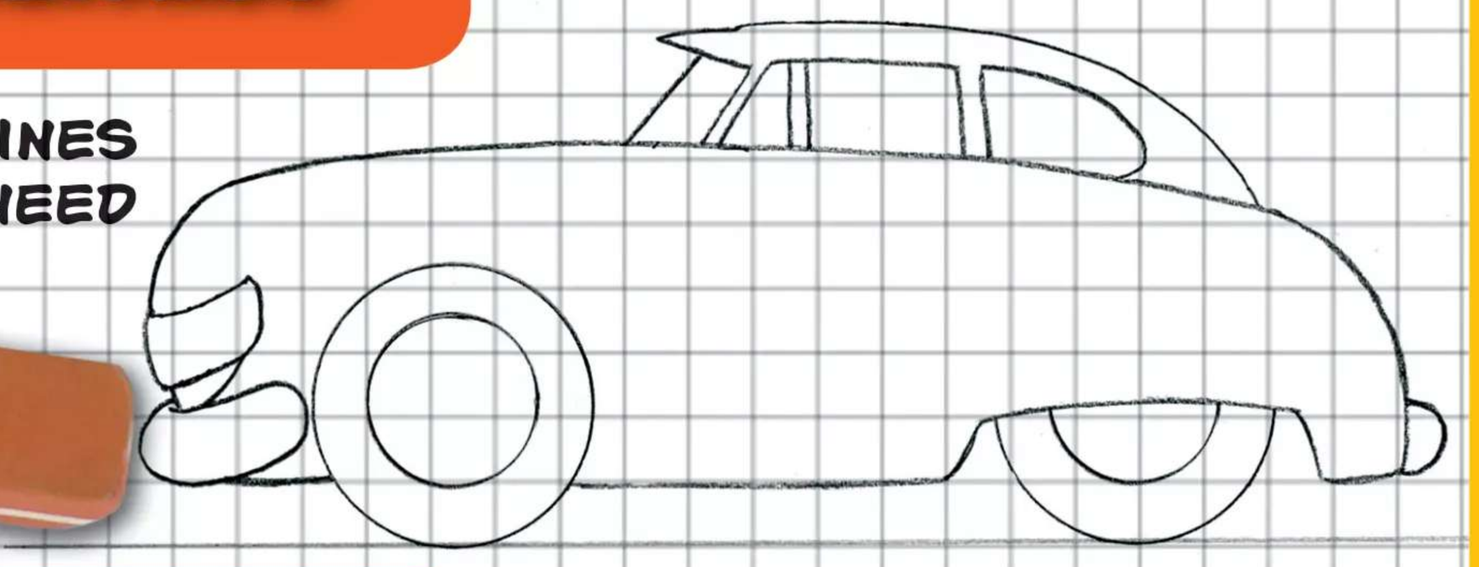
TIP: USE A COIN TO DRAW THE WHEELS!



2ND DRAW THE OUTLINES

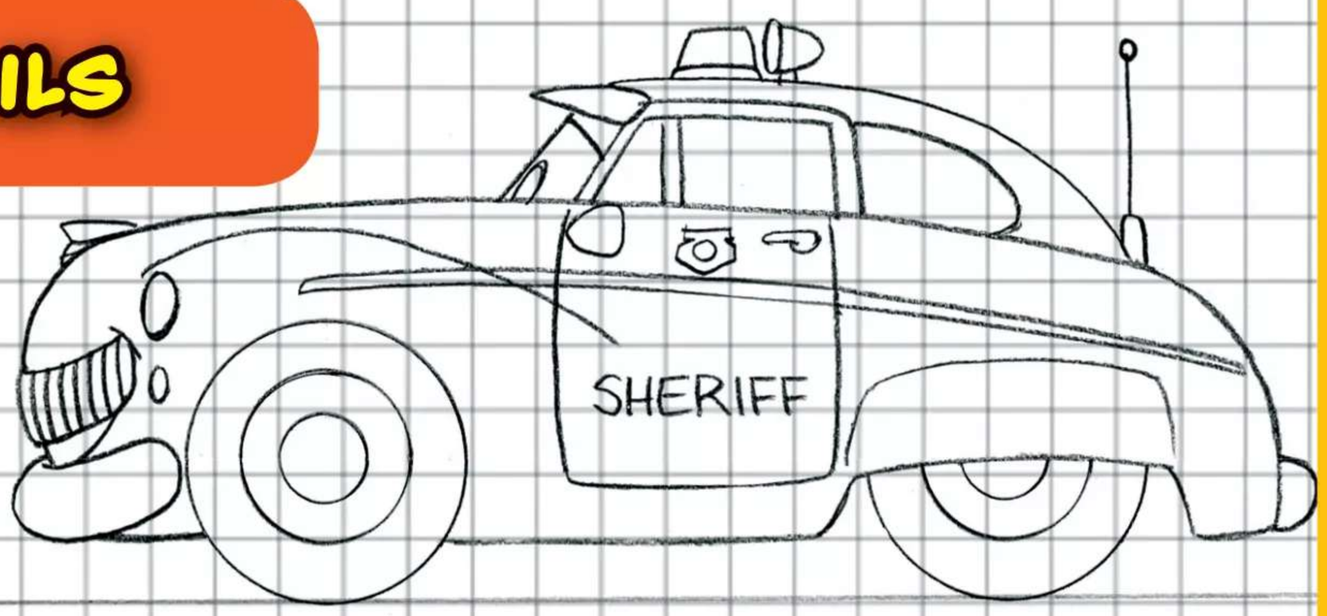
TIP: ERASE THE LINES THAT YOU DON'T NEED





3RD ADD THE DETAILS

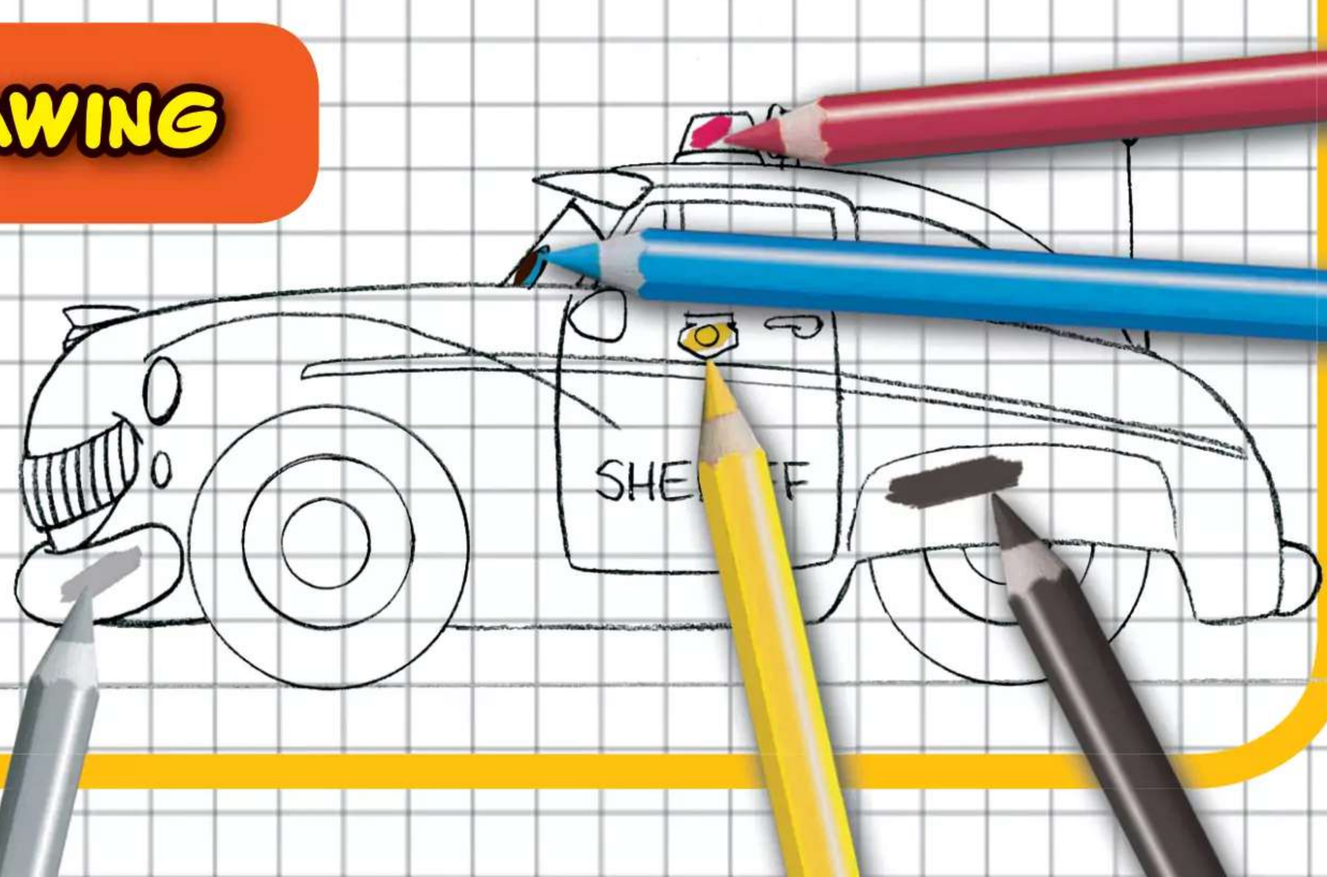
TRY: ADD AS MANY AS YOU CAN.
USE THIS ISSUE'S POSTER TO HELP YOU!



4TH COLOR YOUR DRAWING

YOU NEED BLACK, RED, GREY, YELLOW... AND BLUE FOR THE EYES

AND NOW...
...YOU'RE DONE!



COLORING 1

CAUGHT!

MCQUEEN IS IN A DIFFICULT SITUATION.
HELP HIM BY COLORING THIS PAGE!

CARS MAGAZINE 05

POSTER

Disney • PIXAR

THE WORLD OF Cars

KEEPER OF THE PEACE

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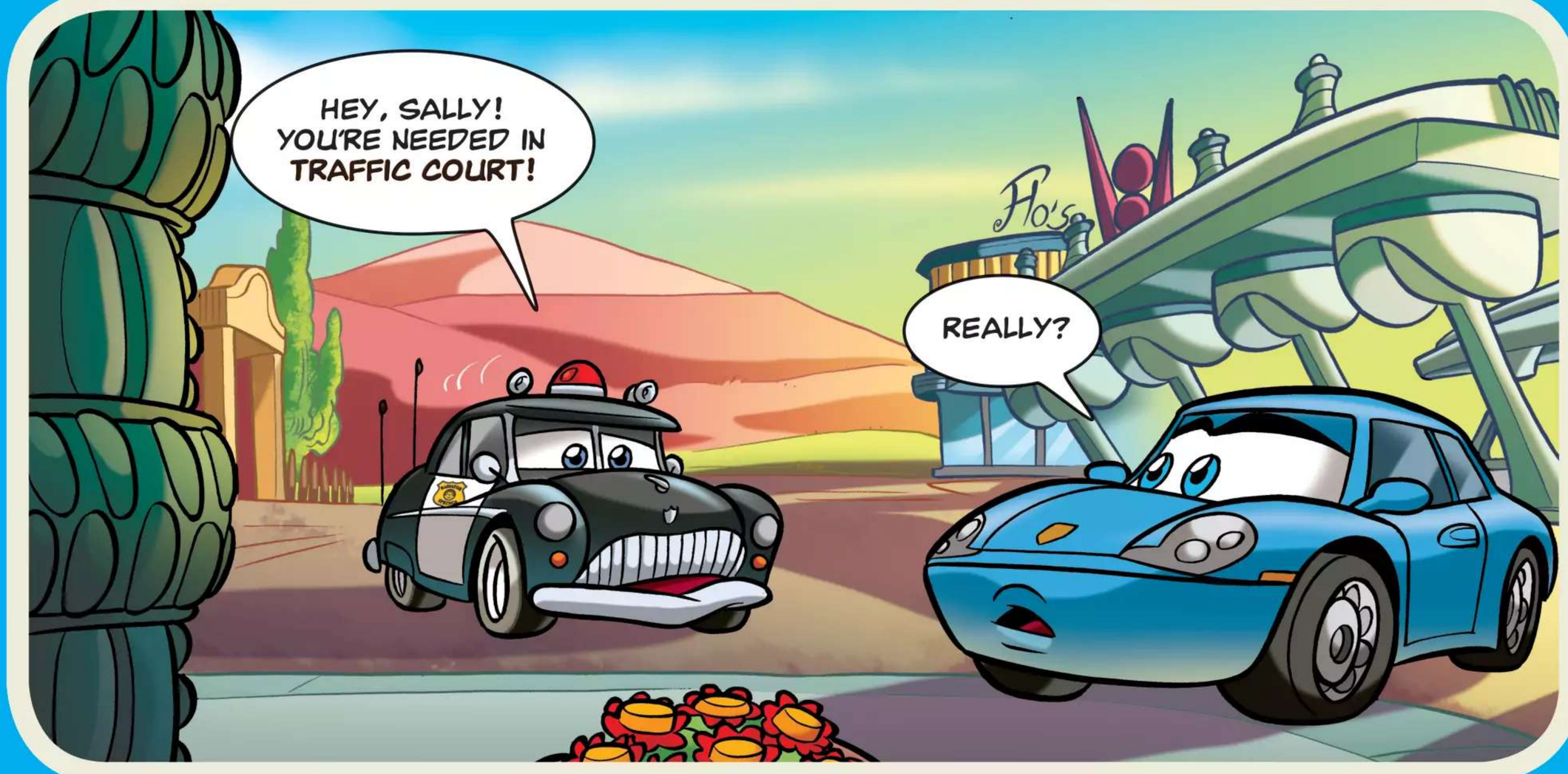
WAITING FOR TROUBLE

SHERIFF IS WAITING FOR TROUBLE BEHIND
A BILLBOARD, BUT DON'T WAIT TO COLOR THIS PAGE!

A SPEEDY TRIAL



THE END

Script: Alessandro Sisti; pencils: Valentino Forlini; ink: Michela Frare; color: Kawaii Creative Studio

BUG DOMINOES

DOMINOES HAVE BEEN AROUND FOR A VERY LONG TIME - NEARLY 1,000 YEARS! THE GAME IS STILL VERY POPULAR TODAY. CUT OUT THE 28 DOMINOES ON PAGE 31 AND HAVE FUN LEARNING TO PLAY! YOU CAN FIND 28 DOMINOES TO CUT OUT ON PAGE 31.

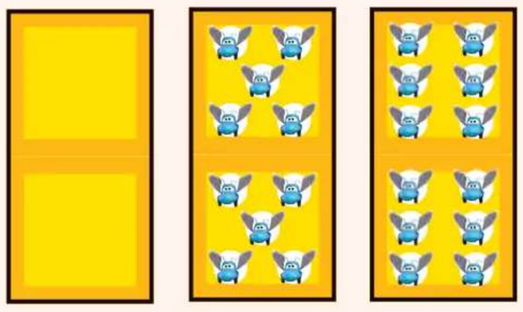
HOW TO PLAY

1 TURN ALL DOMINOES FACE DOWN ON THE TABLE AND MIX THEM.

2 FOR A 2-PLAYER GAME, EACH PLAYER DRAWS 5 DOMINOES AT RANDOM, FOR A GAME WITH 3 OR MORE PLAYERS, EACH PLAYER DRAWS 4 DOMINOES. DO NOT ALLOW OTHER PLAYERS TO SEE THE DOT-SIDES OF YOUR DOMINOES - MARKED BY BUGS!
THE REMAINING DOMINOES BECOME THE DRAW PILE.

3 THE YOUNGEST PLAYER GOES FIRST, BY PLACING A **DOUBLE DOMINO** (ONE WITH THE SAME NUMBER OF BUGS IN BOTH SQUARES) AT THE CENTER OF THE PLAYING SURFACE.

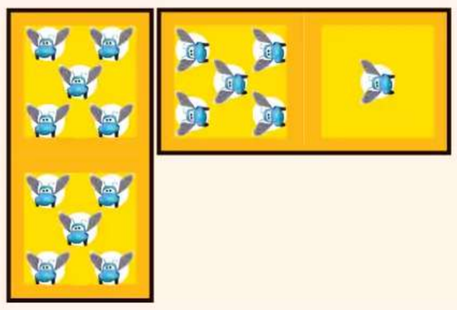
DOUBLE DOMINOES:



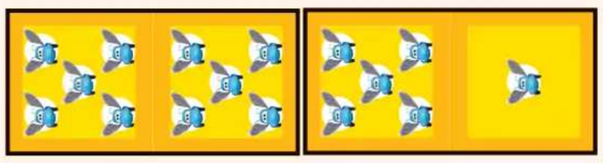
IF NO DOUBLE HAS BEEN DRAWN, REPEAT STEPS 1 AND 2.

4 PLAY PROCEEDS TO THE LEFT, AS THE NEXT PLAYER TRIES TO MATCH ANY ONE OF HIS/HER DOMINOES WITH THE SAME NUMBER OF BUGS.

EXAMPLE 1:



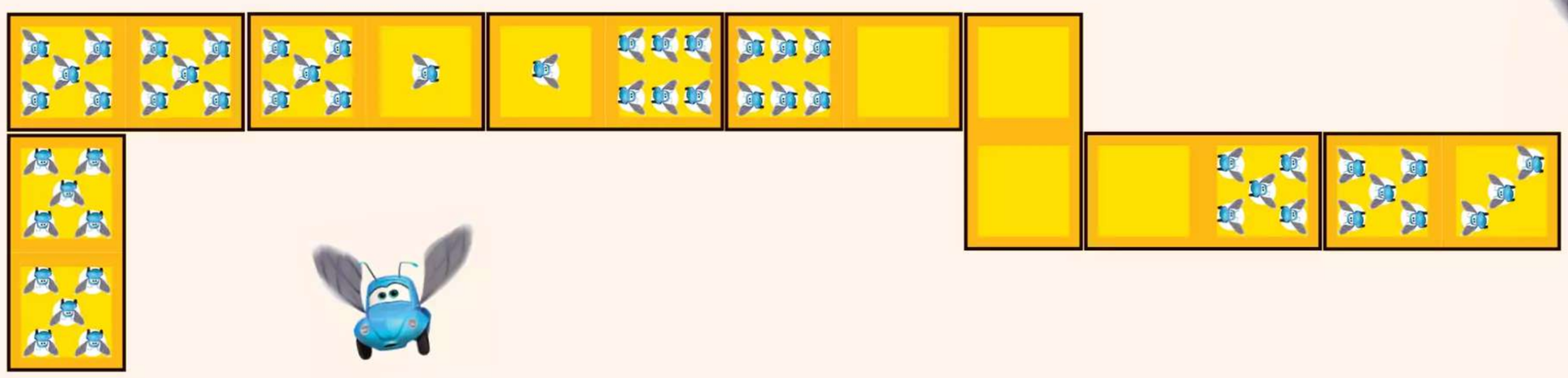
EXAMPLE2:



THE NEXT PLAYER HAS NOW TWO OPTIONS, TRYING TO MATCH ONE OF THE TWO ENDS OF THE DOMINOES.

5 ONLY ONE DOMINO MAY BE PLAYED PER TURN.
DOMINOES ARE PLACED LENGTHWISE END TO END, EXCEPT IN THE CASE OF A DOUBLE, AS SHOWN. BLANKS MATCH ONLY TO BLANKS.

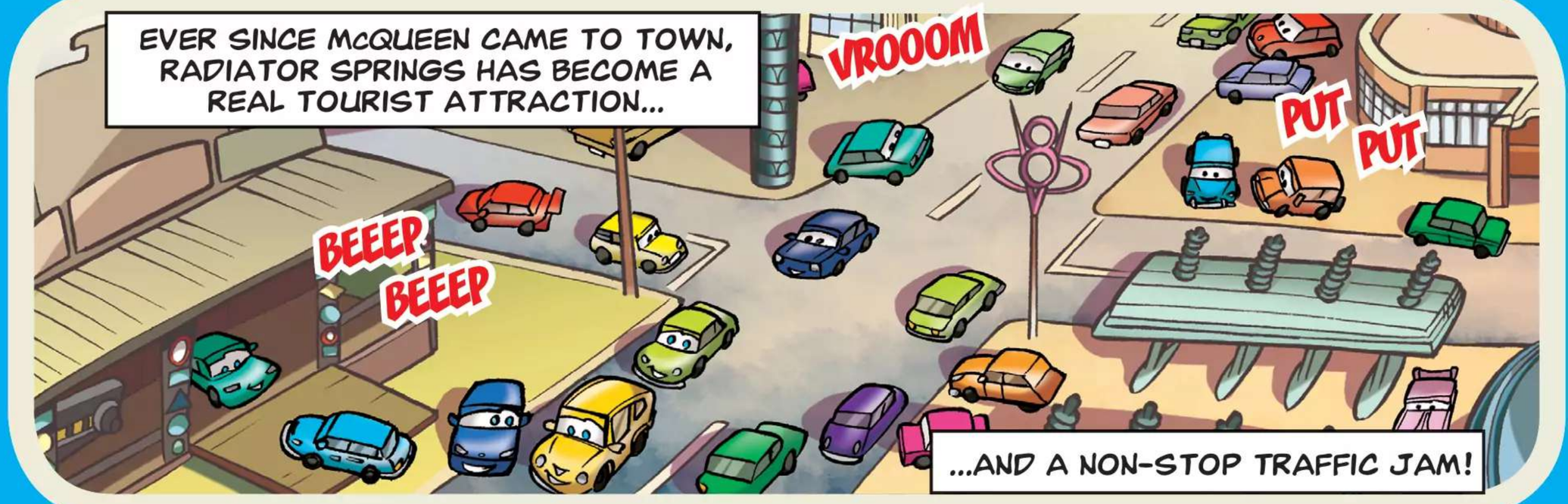
DOUBLES ARE ALWAYS CROSSWISE TO THE END THEY MATCH, THEREBY GIVING TWO NEW DIRECTIONS FOR PLAY.

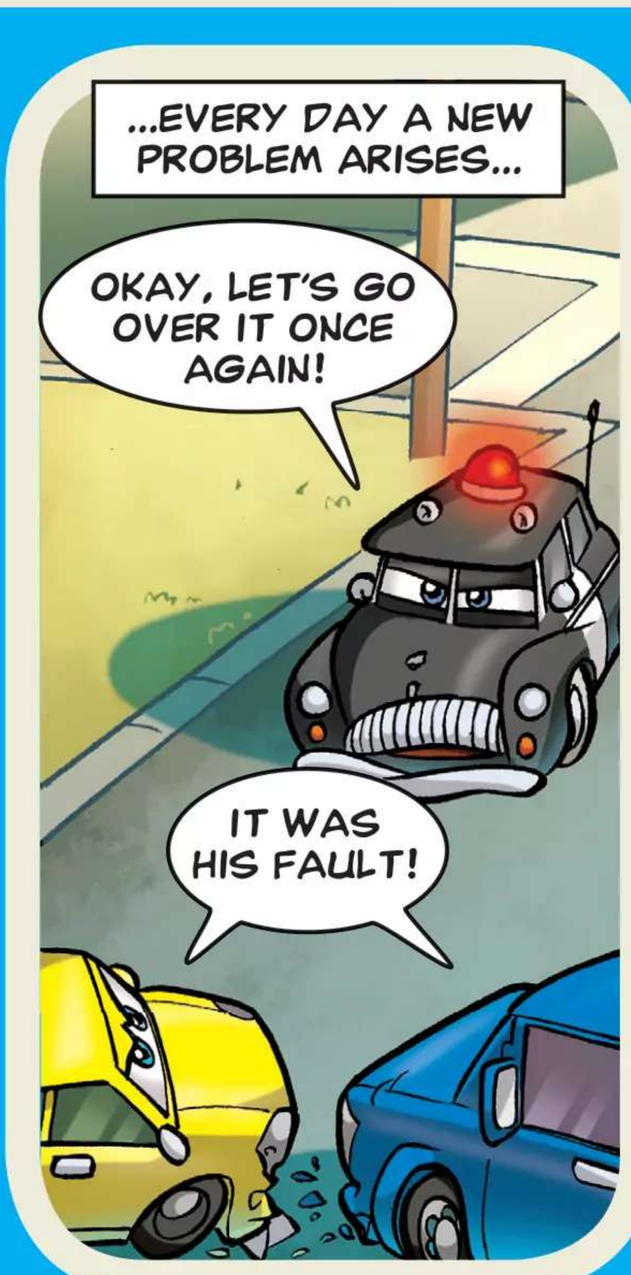


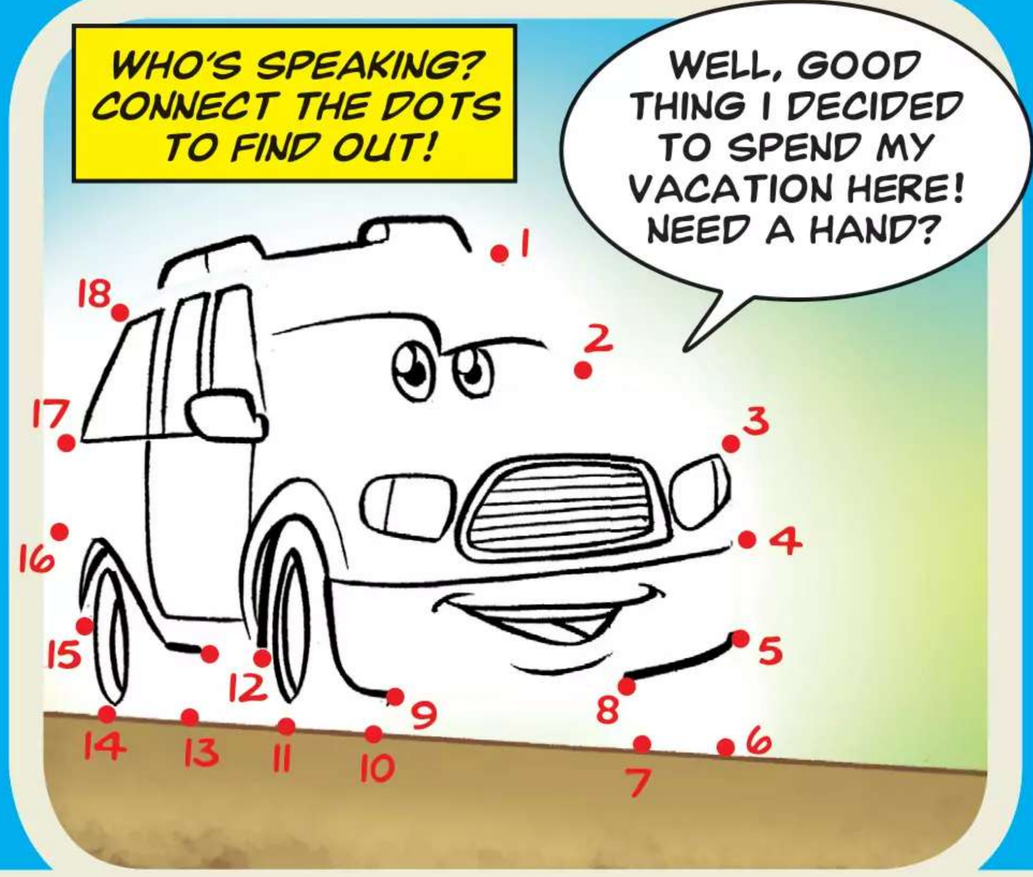
6 A PLAYER **MUST** PLAY A DOMINO IF HE/SHE CAN.
IF A PLAYER CANNOT MATCH ANY OPEN END OF A ROW, HE/SHE MUST DRAW FROM THE PILE UNTIL HE/SHE IS ABLE TO DO SO. SHOULD THE LAST DOMINO BE DRAWN WITH NO PLAY POSSIBLE, HE/SHE PASSES AND TRIES AGAIN ON HIS/HER NEXT TURN.

7 PLAY CONTINUES UNTIL ONE PLAYER HAS PLAYED ALL HIS/HER DOMINOES, OR UNTIL NO ONE CAN PLAY.
THE PLAYER WITH NO DOMINOES OR WITH THE LEAST NUMBER OF POINTS (BUGS) ON HIS/HER REMAINING DOMINOES, **WINS.**

IT'S EXPERIENCE THAT COUNTS!







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THE HIDDEN CAR IS MARCO AXELBENDER, THE CALIFORNIA RACETRACK SECURITY SUV.

AND EVER SINCE...

EASY! I'LL TAKE CARE OF IT!

WHAT...?

PISTON CUP

SECURITY

VROOOM

SORRY, BUT...

TSK, TSK! MOVE ON! THIS IS A NO PARKING ZONE!

SECURITY

SECURITY

SHERIFF, WHAT ARE YOU DOING ON PATROL? WHY DON'T YOU GO TAKE A REST?

SECURITY

I'LL KEEP AN EYE ON THINGS!

TSK! THAT RASCAL!

COLOR THIS SCENE!

EVER SINCE AXEL SHOWED UP, THE SHERIFF HASN'T HAD MUCH TO DO!

AXEL SURE IS ON THE BALL! AT THIS RATE, SHERIFF'S IN FOR AN EARLY RETIREMENT!

HMM... AXEL'S OKAY, BUT HE'S STILL YOUNG! AND IN CERTAIN JOBS, IT'S EXPERIENCE THAT COUNTS!

A FEW DAYS LATER...

LOOKS LIKE EVERYTHING'S UNDER CONTROL TODAY!

VROOOM

ARE YOU SURE ABOUT THAT?

HEY...?

VROOOM

HEY!

I'VE GOT TO STOP HIM!

WE'VE GOT TO STOP HIM!

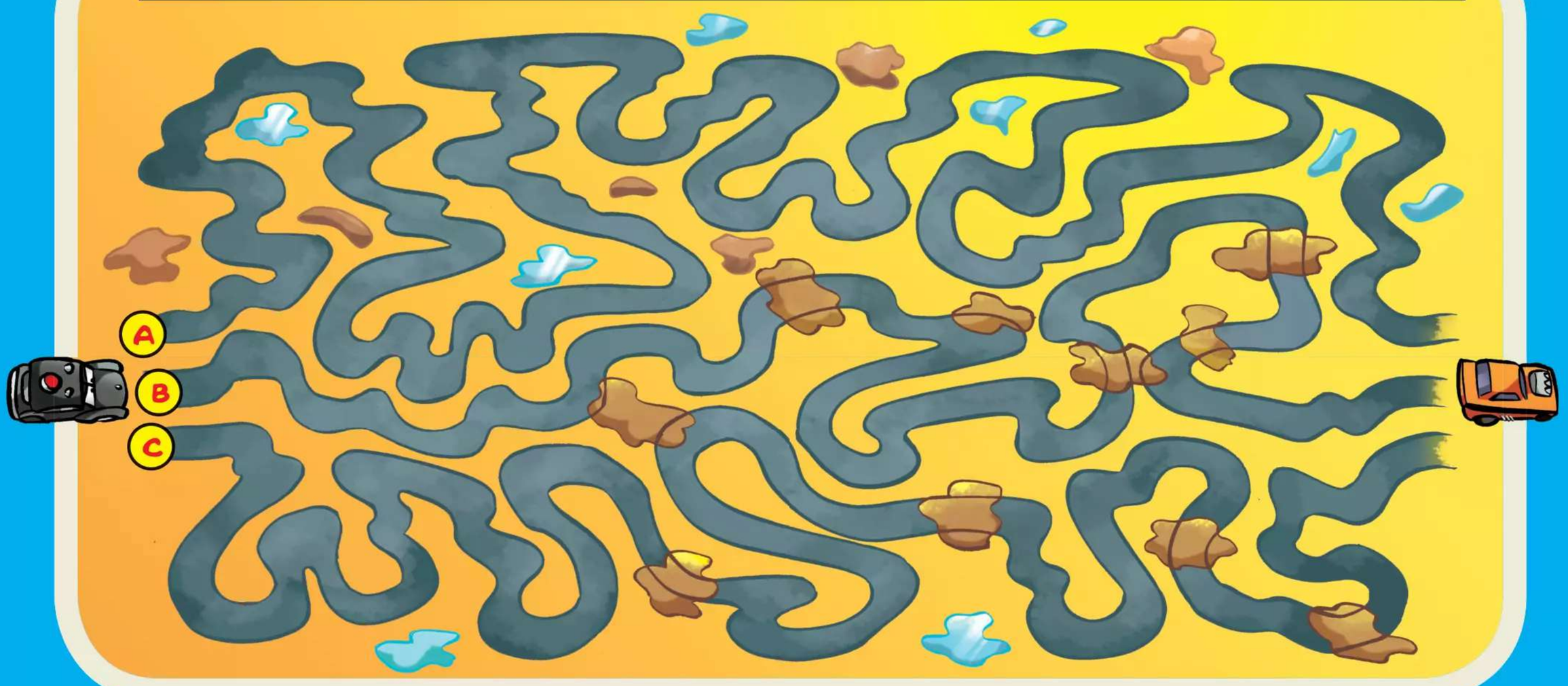
WHO'S SCOLDING THE CAR? FILL IN THE SPACES WITH DOTS TO FIND OUT!

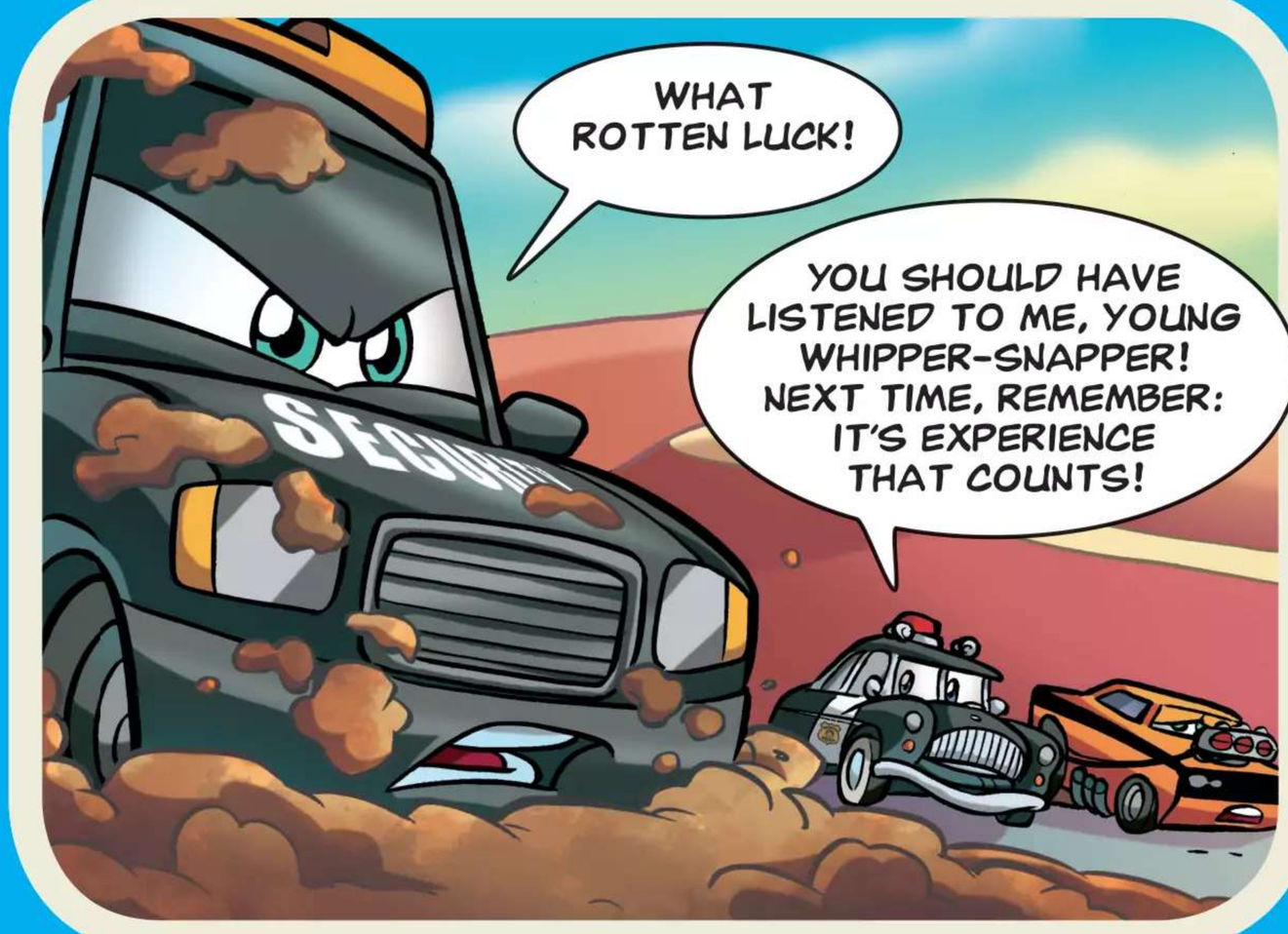
HIGHWAY HARASSMENT!

THE CHASE IS ON!

THE ANGRY CAR IS LIZZIE.

HELP SHERIFF AVOID THE PUDDLES AND CHOOSE A SAFE ROAD TO CATCH THE CULPRIT!





THE END

THE SAFE PATH IS A.

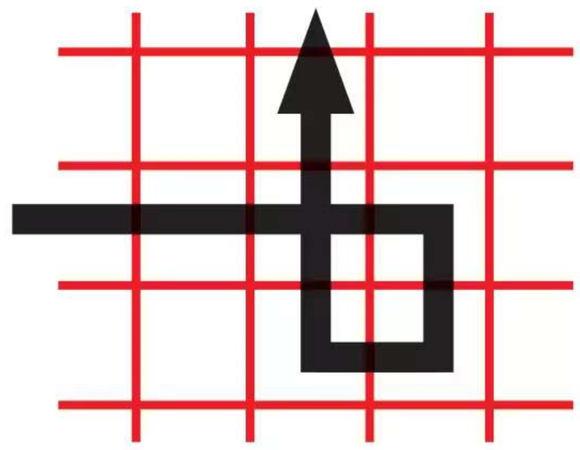
GAMES 5

POLICE ESCORT

MCQUEEN IS LATE! HE HAS TO GET TO THE SPEEDWAY AND MAKE THE RACE OF HIS LIFE. HE CAN ONLY GET THERE IN TIME WITH A LOT OF LUCK AND SHERIFF'S POLICE ESCORT!

YOU HAVE TO REACH THE SPEEDWAY AT THE END OF THE MAZE. DOING THIS, YOUR GOAL IS TO COLLECT AS MANY **BADGES** AS YOU CAN - YOUR POLICE ESCORT! MOVE HORIZONTAL OR VERTICAL, BUT DO NOT PASS TWICE ON THE SAME BLOCK!

FORBIDDEN!



1	✓
2	✓
3	✓
4	✓
5	✓
6	✓
7	✓
8	✓
9	✓
10	✓
11	✓
12	✓
13	✓
14	✓
15	✓
16	✓
17	✓
18	✓
19	✓
20	✓
21	✓
22	✓
TOTAL	
.....	

ONCE YOU REACH THE SPEEDWAY COUNT YOUR **POLICE BADGES.**

LESS THEN 11: **NOT BAD**

12-17: **GOOD**

18-22: **EXCELLENT**

FINISH

TEST

ATTENTION: STREET SIGNS!

YOU'RE PROBABLY TOO YOUNG TO DRIVE A CAR, BUT SHERIFF, THE TRAFFIC COP, WOULD LIKE TO KNOW IF YOU ALREADY UNDERSTAND THESE STREET SIGNS!

SOLUTIONS ON **PAGE 33**

1

A: STOP THE CAR

B: COURT HOUSE

C: NEVER STOP

2

A: LOOK DOWN

B: STOP THE CAR

C: PREPARE TO STOP IF NECESSARY

3

A: CACTUS

B: GO AHEAD

C: CURVES

4

A: NEON LIGHTS

B: TRAFFIC LIGHTS

C: PARTY LIGHTS

5

A: MAKE A TWIRL

B: DON'T GO BACK

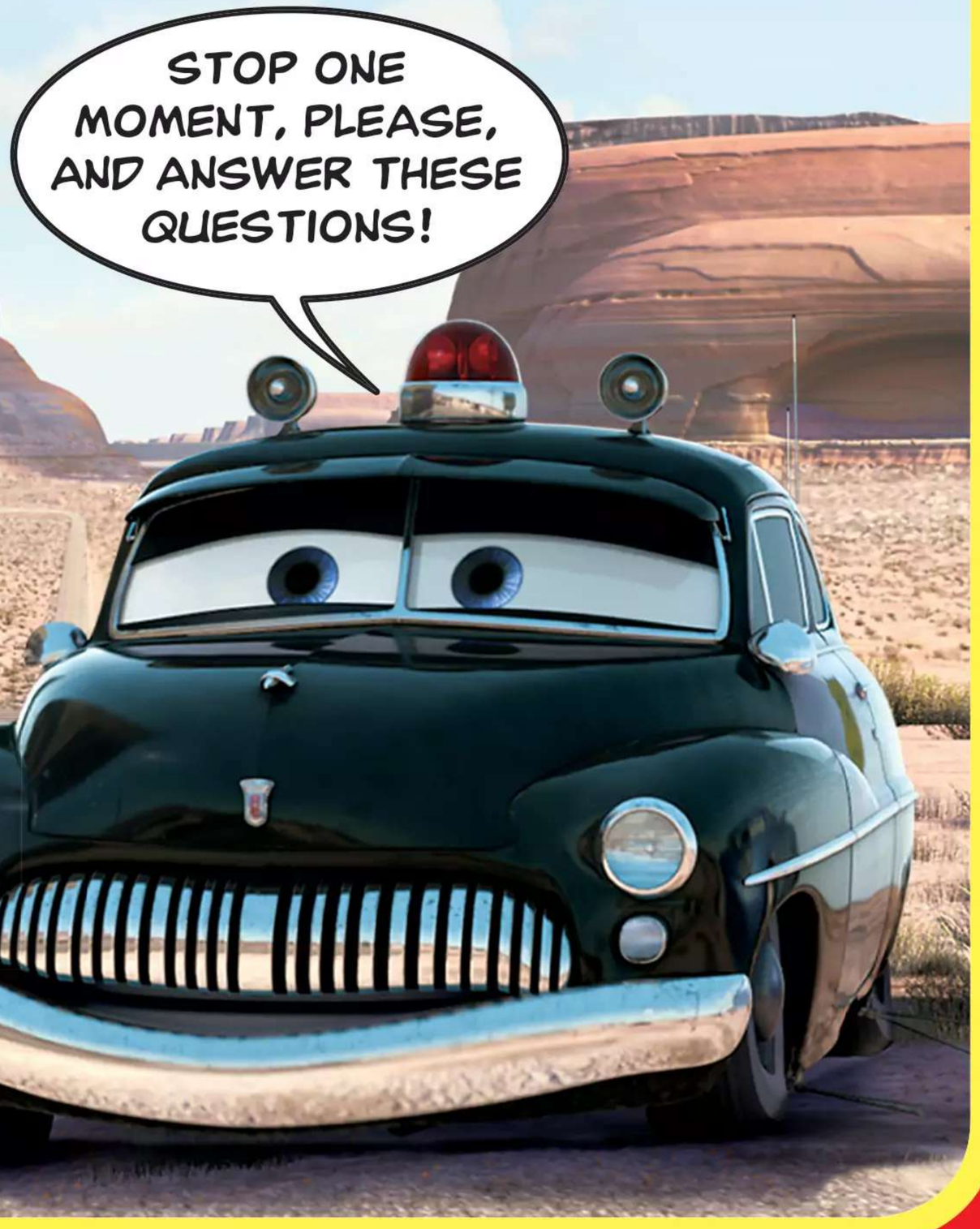
C: DON'T U-TURN

6

A: PEDESTRIANS

B: GO TO SCHOOL

C: GO HOME



DOMINOES

ON PAGES 22-23 YOU CAN LEARN HOW TO PLAY DOMINOES. HERE ARE ALL THE DOMINOES YOU NEED!

SET 1

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SET 2

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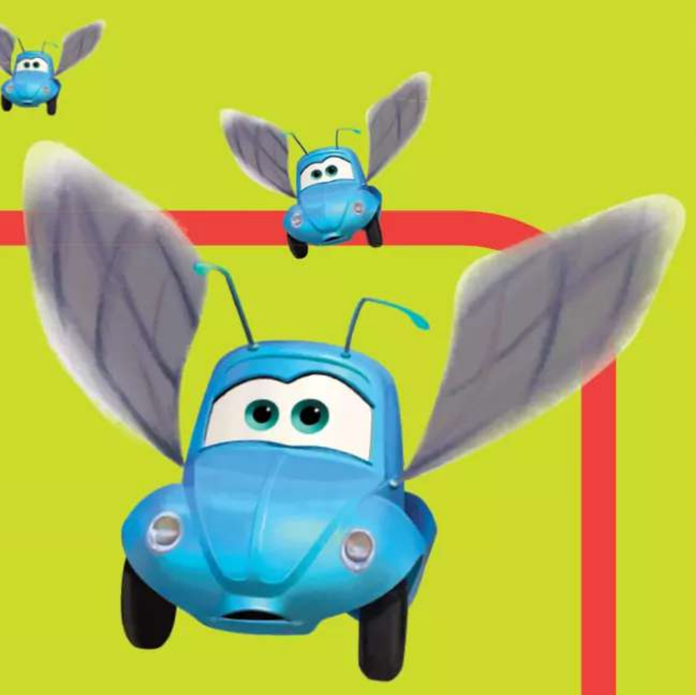
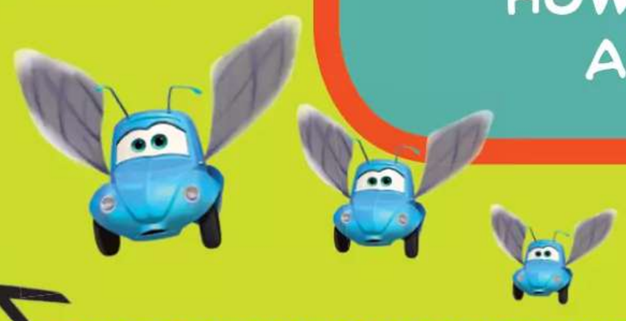
CRAFTS 2

DOMINOES

ON PAGES 22-23 YOU CAN LEARN HOW TO PLAY DOMINOES. HERE ARE ALL THE DOMINOES YOU NEED!





LOOK!

GAMES SOLUTIONS

PAGE 06: PLATE NUMBER SEARCH

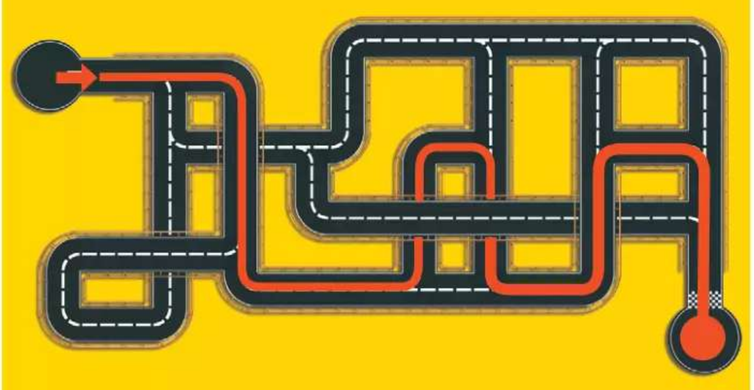
4	2	L	O	W	N	S	L	O
4	I	W	W	2	I	O	Z	Z
5	I	2	3	7	2	L	5	5
I	A	S	5	6	3	N	9	L
O	3	4	3	8	4	3	A	O
8	3	4	9	3	8	O	I	O
C	L	5	E	A	I	I	3	2
8	8	C	P	O	6	P	5	L
5	W	O	L	3	A	C	P	O
A	3	R	U	S	T	E	Z	4

PAGE 06-07: CARD INDEX CONFUSION

THE RIGHT ANSWERS ARE:

NO. 1 (MATER) = A-113
NO. 2 (RED) = 002
NO. 3 (SALLY) = 301PCE
NO. 4 (RAMONE) = LOWNSLO
NO. 5 (LUIGI) = 44.5-10.8
NO. 6 (MACK) = RUSTEZ4
NO. 7 (FILLMORE) = 51237
NO. 8 (SARGE) = 41WW2

PAGE 12-13: HIGHWAY MAZE

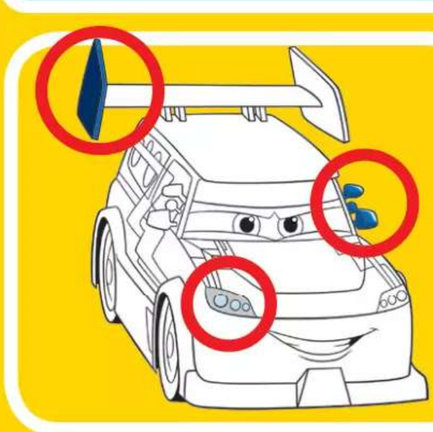


PAGE 12-13: NAME MATCHING

C WINGO D SNOTROD A BOOST B DJ

PAGES 14: 7 DIFFERENCES

PAGES 14: 3 DETAILS



PAGES 15: LOGICAL TRIP

THE RIGHT ANSWER IS:
McQUEEN IS ON HIGHWAY 4

PAGES 15: SPOT THE MISTAKES

THE RIGHT ANSWER IS:
PICTURE B CONTAINS NO MISTAKES

PAGE 30: STREET SIGNS TEST

1 A: STOP THE CAR
2 C: PREPARE TO STOP IF NECESSARY
3 C: CURVES
4 B: TRAFFIC LIGHTS
5 C: DON'T U-TURN
6 A: PEDESTRIANS

IN THE NEXT ISSUE

LOADS OF FUN WITH RED!

CARDS

INSTRUCTIONS:

- CUT OUT THE CARDS, SHUFFLE AND PLACE THE DECK ON THE TABLE, FACE DOWN.
- PLAYERS SIT AROUND THE TABLE AND DRAW LOTS TO SEE WHO GOES FIRST.
- PLAYER 1 CHALLENGES PLAYER 2 (THE FIRST PLAYER TO THE LEFT) BY TURNING OVER THE TOP CARD. PLAYER 2 RESPONDS BY TURNING OVER THE NEXT CARD. IF PLAYER 1'S CARD BEATS PLAYER 2'S (SEE CHART BELOW), THEN PLAYER 1 **EARNS 1 POINT (=1 LAP)** AND PROCEEDS TO CHALLENGE PLAYER 3 IN THE SAME MANNER.
- IF PLAYER 1'S CARD DOES NOT BEAT PLAYER 2'S, THEN PLAYER 2 CHALLENGES PLAYER 3. CONTINUE AROUND THE TABLE.
- **THE FIRST PLAYER TO COMPLETE 10 LAPS, WINS.**
- **IF TWO PLAYERS PICK CARDS OF THE SAME TYPE** (FOR EXAMPLE, 2 STREET CARS), **THE CARD WITH THE HIGHEST VALUE WINS THE CHALLENGE.**

CARD GAME 1

CHALLENGE CHART

RACE CAR	BEATS	STREET CAR
STREET CAR	BEATS	FRIEND CAR
FRIEND CAR	BEATS	RACE CAR

CARD GAME 2

INSTRUCTIONS:

- EACH PLAYER CHOOSES A **RACE CAR** TO COMPETE WITH.
- SHUFFLE THE OTHER CARDS AND PLACE THE DECK ON THE TABLE, FACE DOWN. THE MORE CARDS YOU HAVE, THE MORE EXCITING THE GAME WILL BE.
- THE FIRST PLAYER TURNS OVER THE TOP CARD AND SHOWS IT TO THE OTHERS. THEN THAT PLAYER FOLLOWS THE INSTRUCTIONS ON THE CHART BELOW.
- COUNT EACH PLAYER'S LAPS AS THEY ARE COMPLETED. **THE FIRST PLAYER TO COMPLETE 10 LAPS, WINS!**

IF YOU HAVE	YOU GET	YOU EARN
A **STREET CAR** THE SAME COLOR AS YOUR RACE CAR.	YOU GET GOOD ADVICE ON THE RACE	**YOU EARN 1 LAP.** OTHER PLAYERS WITH THE SAME COLOR RACE CARS EARN NOTHING.
A **STREET CAR** THAT'S A DIFFERENT COLOR FROM YOUR RACE CAR.	YOU GET NO ADVICE ON THE RACE	**YOU EARN NOTHING.**
A **FRIEND CAR** THE SAME COLOR AS YOUR RACE CAR.	YOUR FANS CHEER YOU ON!	**YOU EARN 2 LAPS.** OTHER PLAYERS WITH THE SAME COLOR RACE CARS EARN NOTHING.
A **FRIEND CAR** THE SAME COLOR AS AN OPPONENT'S RACE CAR.	THE CROWD CHEERS FOR YOUR OPPONENT!	**YOUR OPPONENT EARNS 1 LAP.**
A **FRIEND CAR** THAT'S A DIFFERENT COLOR FROM ALL THE RACE CARS IN COMPETITION.	A DULL RACE, THE CROWD IS BORED!	**YOU EARN NOTHING.**
A **RACE CAR** THE SAME COLOR AS YOUR RACE CAR.	CARS ON THE SAME TEAM (SAME COLOR) HELP EACH OTHER	**YOU EARN 1 LAP.** OTHER PLAYERS WITH THE SAME COLOR RACE CARS EARN 1 LAP.
A **RACE CAR** THE SAME COLOR AS AN OPPONENT'S RACE CAR.	YOUR OPPONENT PASSES YOU!	**YOU LOSE 1 LAP.**
A **RACE CAR** THAT'S A DIFFERENT COLOR FROM ALL THE RACE CARS IN COMPETITION.	YOU TRY TO PASS! ..... IF YOUR RACE CAR HAS A HIGHER SCORE THAN THE CARD YOU PICK, YOUR PASS IS SUCCESSFUL.	**YOU EARN 1 LAP.**
	IF YOUR RACE CAR HAS A LOWER SCORE THAN THE CARD YOU PICK, YOUR PASS IS UNSUCCESSFUL BECAUSE THE OTHER CAR IS FASTER.	**YOU EARN NOTHING.**

COLLECTOR CARDS

ENJOY, COLLECT AND PLAY WITH THEM!

RACE

CARD 37
BILLY OILCHANGER

4

1. TOP SPEED: ..... 195 MPH
2. ENGINE: ..... 600 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★★★☆☆
5. SPORTSMANSHIP: ★★★☆☆
6. SPECIALTY: ..... DREAMS OF BECOMING A SPORTSCASTER

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RACE

CARD 38
CHUCK ARMSTRONG

3

1. TOP SPEED: ..... 200 MPH
2. ENGINE: ..... 605 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★★☆☆☆
5. SPORTSMANSHIP: ★★★☆☆
6. SPECIALTY: ..... AN ALLERGY SUFFERER

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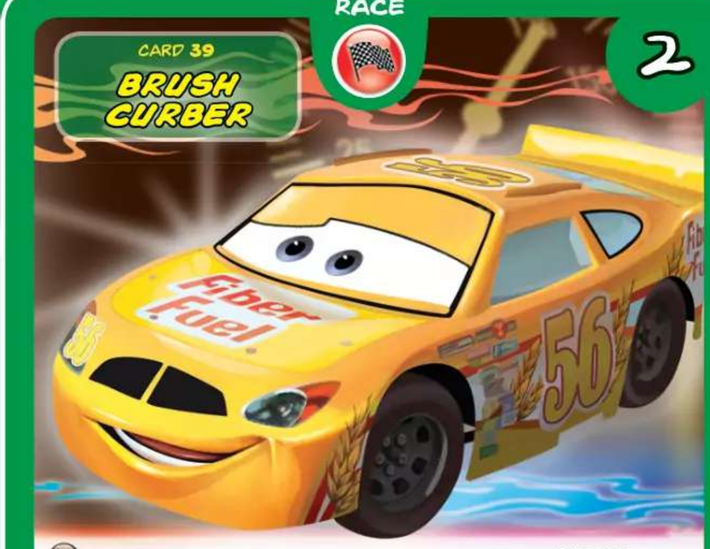
RACE

CARD 39
BRUSH CURBER

2



1. TOP SPEED: ..... 200 MPH
2. ENGINE: ..... 620 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★★★☆☆
5. SPORTSMANSHIP: ★★★★☆
6. SPECIALTY: ..... HAS 14 CHILDREN

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FRIEND

CARD 40
MACK

3

1. TOP SPEED: ..... 130 MPH
2. ENGINE: ..... 445 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★★★☆☆
5. GENEROSITY: ★★★☆☆
6. SPECIALTY: ..... CAN'T STOP ROLLING

MACK®

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FRIEND

CARD 41
YELLOW RAMONE

2

1. TOP SPEED: ..... 135 MPH
2. ENGINE: ..... 315 HP
3. EXPERIENCE: ★★☆☆☆
4. DRIVING SKILL: ★☆☆☆☆
5. GENEROSITY: ★★★☆☆
6. SPECIALTY: ..... "MELLOW SUNSET" LOOK

Chevrolet Impala™

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FRIEND

CARD 42
SHERIFF

1

1. TOP SPEED: ..... 95 MPH
2. ENGINE: ..... 113 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★★★☆☆
5. GENEROSITY: ★★★☆☆
6. SPECIALTY: ..... TELLING STORIES AND TAKING NAPS

Mercury™

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STREET

CARD 43
MARCO AXELBENDER

4

1. TOP SPEED: ..... 130 MPH
2. ENGINE: ..... 230 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★★☆☆☆
5. FRIENDLINESS: ★★☆☆☆
6. SPECIALTY: ..... SAFETY

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STREET

CARD 44
BOOST

3

1. TOP SPEED: ..... 240 MPH
2. ENGINE: ..... 900 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★★☆☆☆
5. FRIENDLINESS: ★☆☆☆☆
6. SPECIALTY: ..... CAR GANG LEADER

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STREET

CARD 45
ANTONIO VELOCE ECCELLENTE

2

1. TOP SPEED: ..... 250 MPH
2. ENGINE: ..... 400 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★☆☆☆☆
5. FRIENDLINESS: ★★★☆☆
6. SPECIALTY: ..... OWNS A FAMOUS GAS STATION IN ITALY

Maserati™

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THE WORLD OF
Cars

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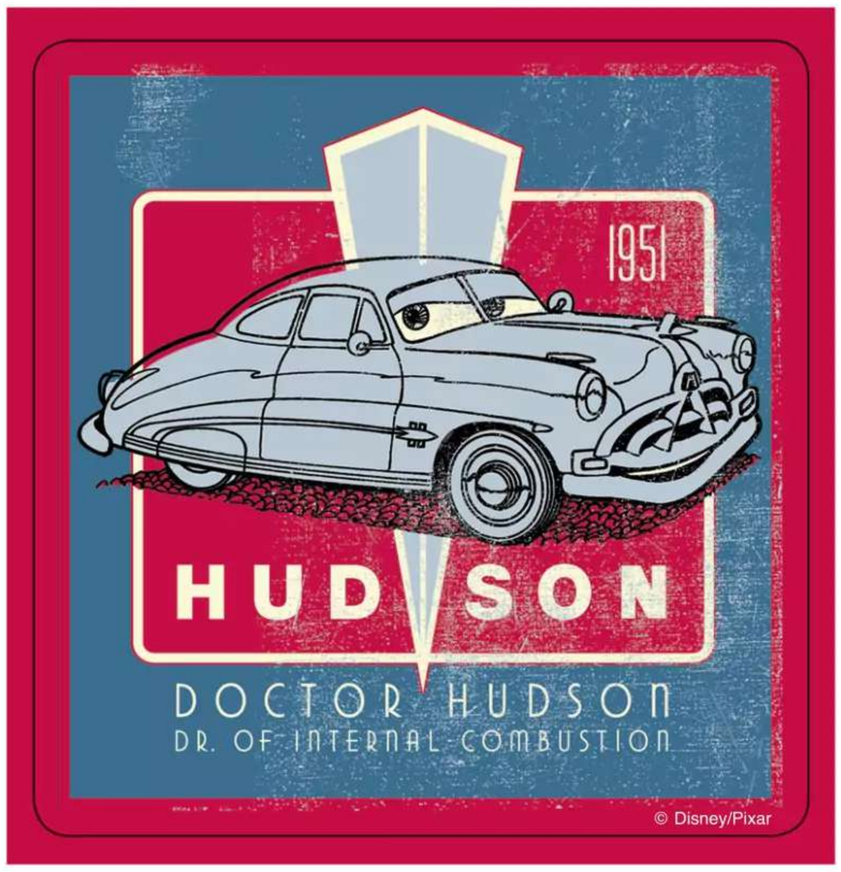
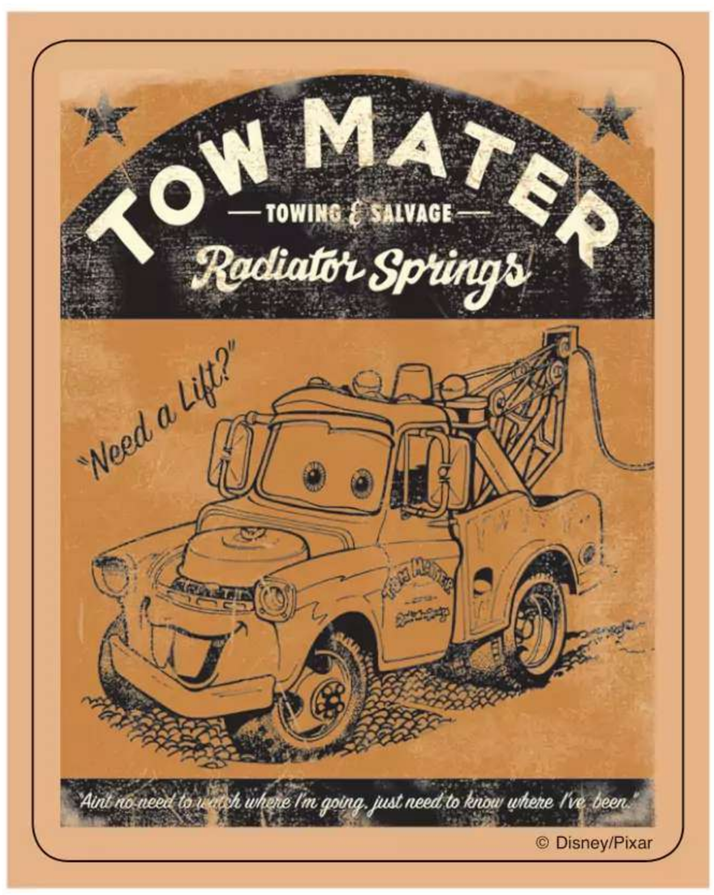
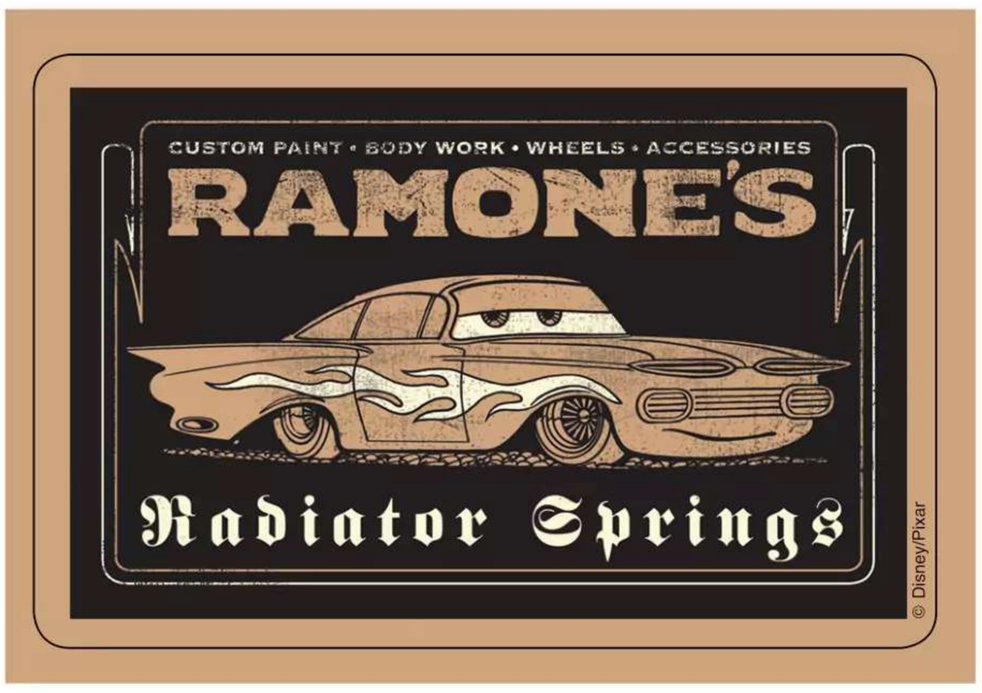
CARS MAGAZINE 05

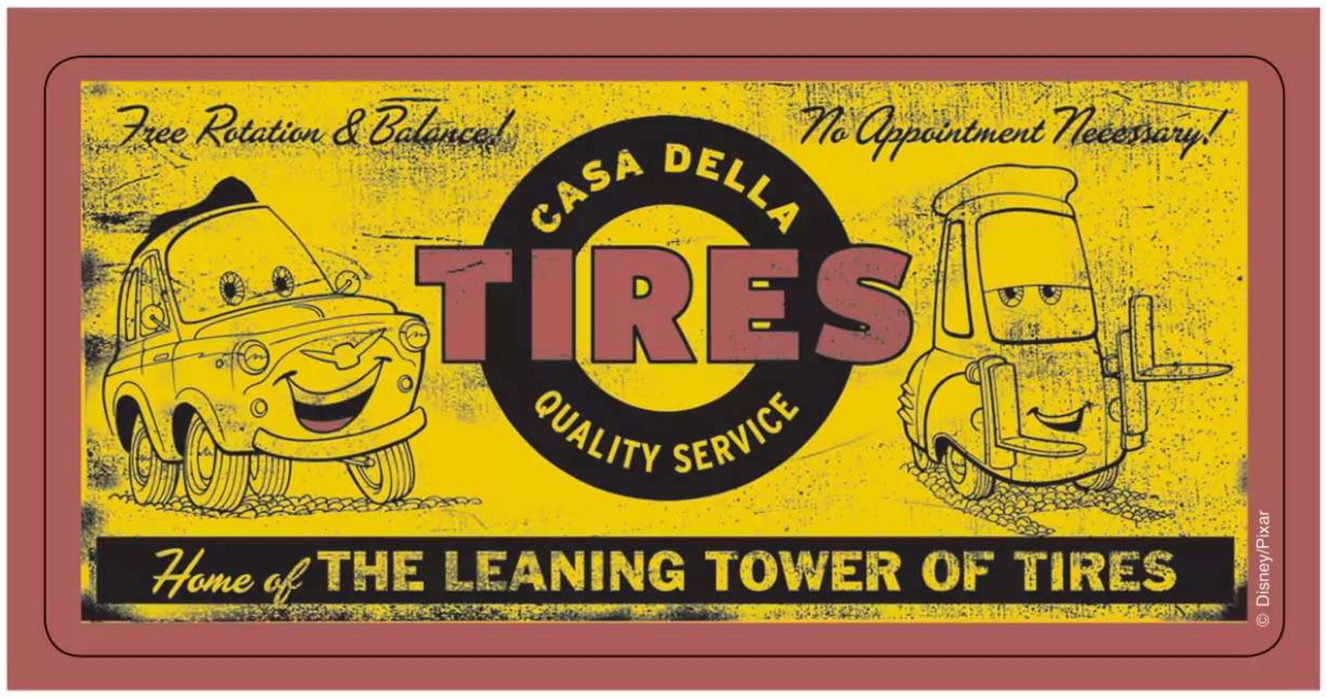
STICKERS

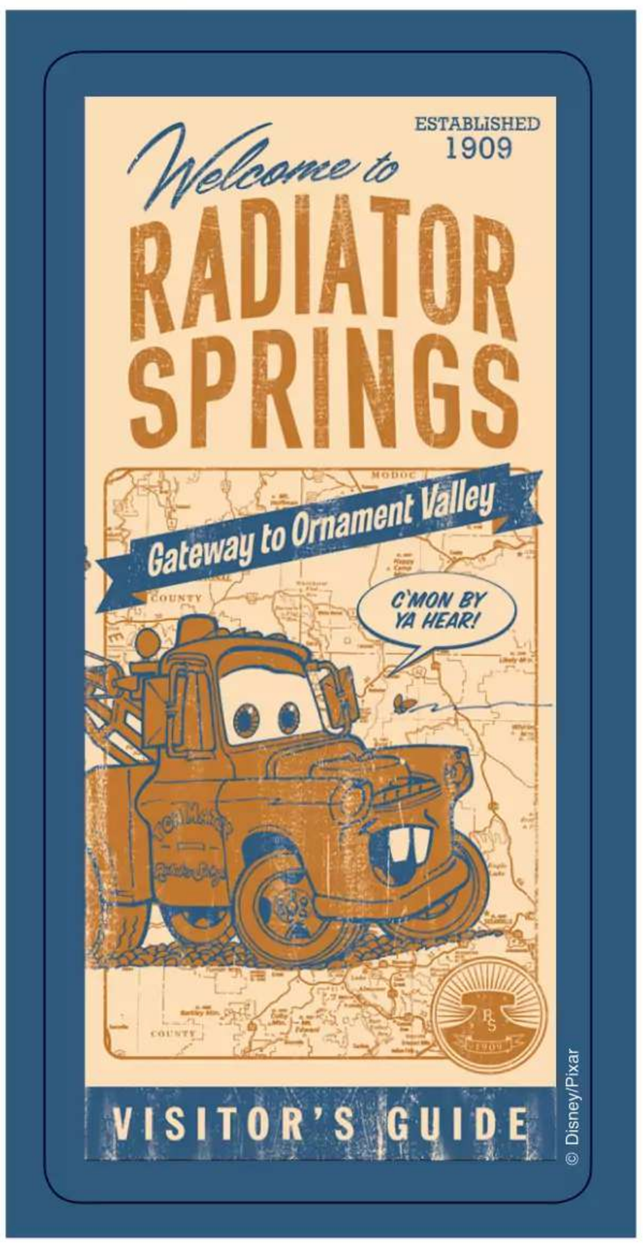
RADIATOR SPRINGS VINTAGE

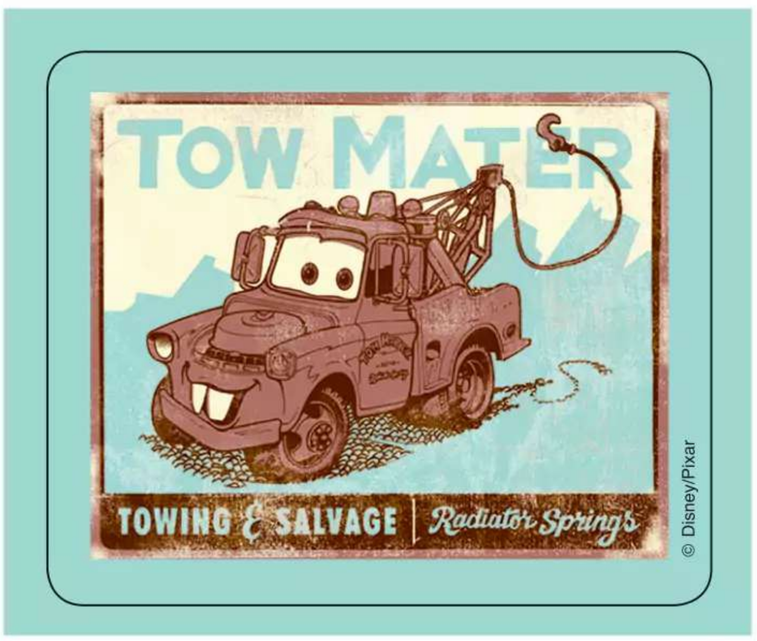


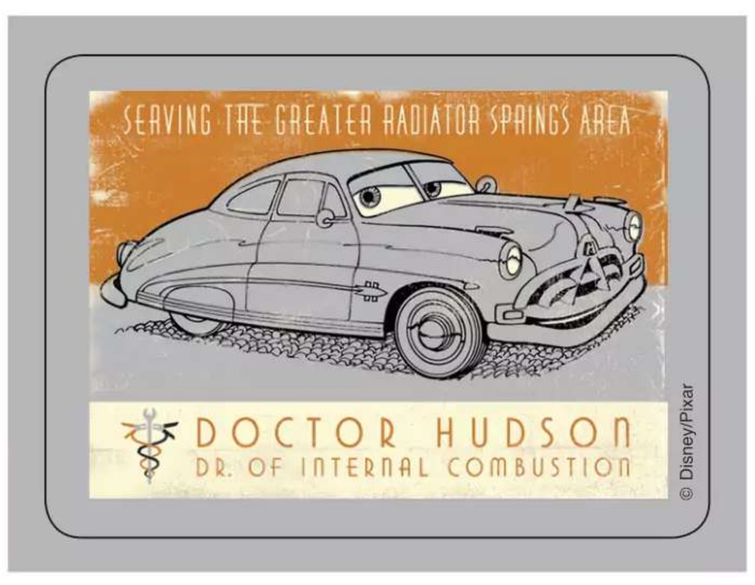






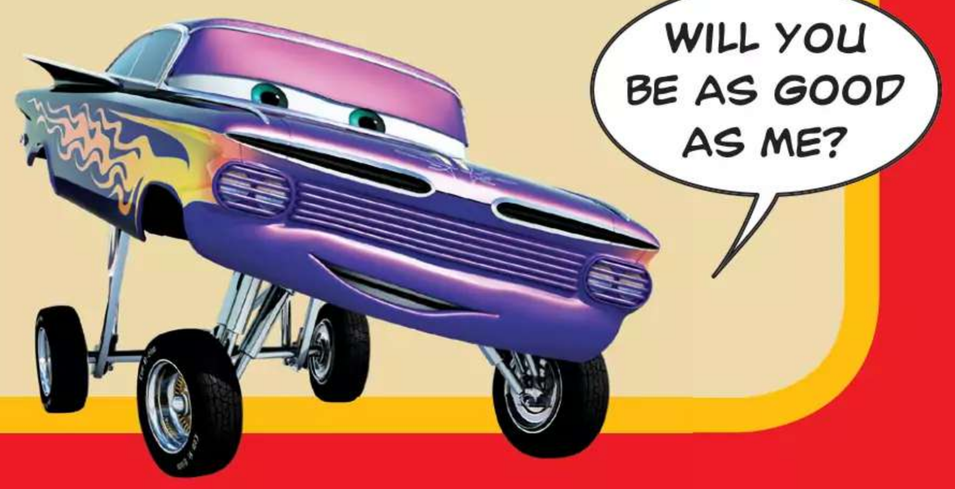






CARS BODY ART KIT

WHY DON'T YOU MAKE YOUR TOY CARS LOOK LIKE THE MOVIE CHARACTERS? THE TUNING IS EASY USING THE STICKERS ON THIS PAGE!



EYES

MOUTHS

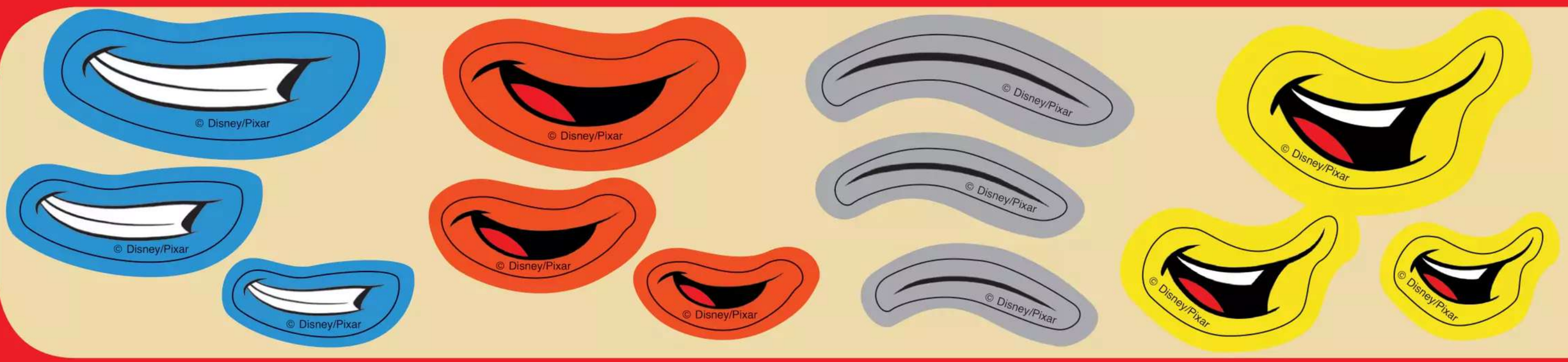


PLATE NUMBERS

RACE NUMBERS